

SHADOW OPSTM



RED MERCURY

THE THREAT IS REAL



This game has received the following rating from the ESRB



ATARI



PRIMA OFFICIAL GAME GUIDE

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CONTENTS

Introduction	2
Basics and Techniques	3
Game Modes	3
Difficulty Levels	3
Techniques and Tips	3
Weapons and Items	7
Mission 1: Rough Beginnings . . .	14
Mission 2: End of the Beginning .	18
Mission 3: Guerrillas in the Mist .	21
Mission 4: Troubled Waters . . .	24
Mission 5: A Change in Plans . . .	28
Mission 6: Untimely Frost	31
Mission 7: In the Red	35
Mission 8: Third Degree	39
Mission 9: Into the Gauntlet . . .	43
Mission 10: Sword of Damocles .	46
Mission 11: Cry Me a River . . .	49
Mission 12: Unlikely Allies	53
Mission 13: Sanctuary	57
Mission 14: Too Little, Too Late .	60
Mission 15: Overboard	63
Mission 16: Day to Day to Day . .	66
Mission 17: A Road Less Traveled	69
Mission 18: Two Weak Evils	71
Mission 19: Vicious Circle	74
Mission 20: Beginning of the End	77
Mission 21: In Sheep's Clothing .	80
Mission 22: Keep Your Friends Closer	83
Mission 23: Above It All	87
Mission 24: Best Served Cold . . .	90
Mission 25: The End Crowns All .	93
Multiplayer	96
Behind the Scenes	121



Introduction

Take on the role of Frank Hayden, a Delta Force operative on a mission to stop a terrorist organization from ending millions of innocent lives. The terrorists' weapon: a tiny but devastating nuclear weapon called Red Mercury. Your weapons: your guns, your training, and your wits.

Shadow Ops™: Red Mercury is not your typical first-person shooter. Sure, the action is fast and the firefights are numerous, but you'll need a lot more than an itchy trigger finger to complete your objectives. Can you size up your weapons, surroundings, and the enemy at any given moment? Whether clearing a building with a squad to back you up or hunkered in the snow alone, you've got to do whatever it takes to eliminate this terrible threat.



Basics and Techniques

If you hope to complete your mission, you're going to need intel. This section covers everything from basic movement to the best methods for dealing with the enemy.

GAME MODES

CAMPAIGN

Campaign mode contains the single-player missions and story. You start by creating a profile and choosing a difficulty level, a control scheme, and option settings. Your Campaign profile also keeps track of the Co-op levels and cinematics you've unlocked.



Co-op

The Co-op game consists of short missions (similar to the ones in the Campaign) designed for two players. Balance your weapons and watch your partner's back. If either player dies, you both fail the mission.

MULTIPLAYER

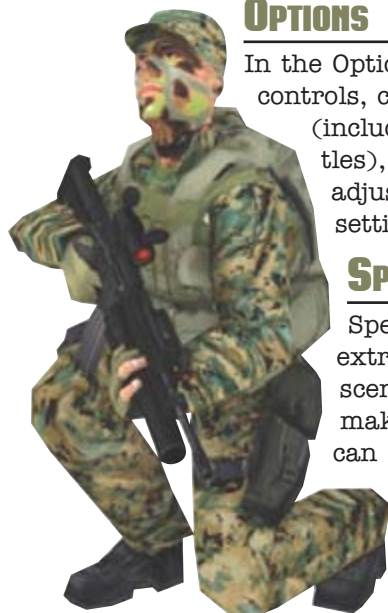
Go head to head against friends in Multiplayer mode. You can play one of three ways: split screen, system link, or Xbox Live. Choose from Deathmatch, Team Deathmatch, Capture the Flag, or VIP Escort.

OPTIONS

In the Options menu, you can set controls, change audio settings (including turning on subtitles), alter your HUD, and adjust other miscellaneous settings.

SPECIAL FEATURES

Special Features include extras like behind-the-scenes videos on the making of the game. You can also watch any cinematics that you've seen so far in the Campaign.



DIFFICULTY LEVELS

There are four difficulty levels: Infantry, Ranger, Green Beret, and Delta Force. The higher the difficulty level, the more damage you take and the more hits it takes to bring down an enemy. Difficulty level also affects how much your squad will help you. If you're moving to a higher level, you must learn to fight your own battles more often.

TECHNIQUES AND TIPS

RUNNING



When moving around while standing up, you run at full speed. This is dangerous when there are guards in the vicinity, and it's better to crouch. Only run when traversing an already cleared area or when quickly ducking for cover in the middle of a firefight.

CROUCHING



Crouching makes you harder to hit and steadies your aim. You can slowly move around while crouching, so crouch to stay low and watch for targets. You can also clear low objects like logs and ledges while crouching.

TIP

Unless you're certain an area is cleared out and safe, it's best to stay in the crouch position at all times.

Using Cover



Staying behind cover means staying alive. Learning to find and use cover in the field is the most important technique in *Shadow Ops™: Red Mercury*. Use almost anything in the area as cover: walls, corners, crates, trees, rocks, or even your own men.



LEANING



Lean to either side of your cover to get a look at your surroundings or to fire on the enemy without exposing yourself. To lean, hold down the Aim button, then press left or right on the Left Analog Stick.

AIMING



Use the Right Analog Stick to aim your weapon. When you hold the Aim button, your view switches to a view down your gun's sights or scope. Either can be used for scouting, though a gun with a scope allows you to see (and shoot) much farther. With most guns, when you have a clear shot at the enemy, your crosshairs turn red. You can even use this indicator to shoot guards hidden behind plants or in thick fog.

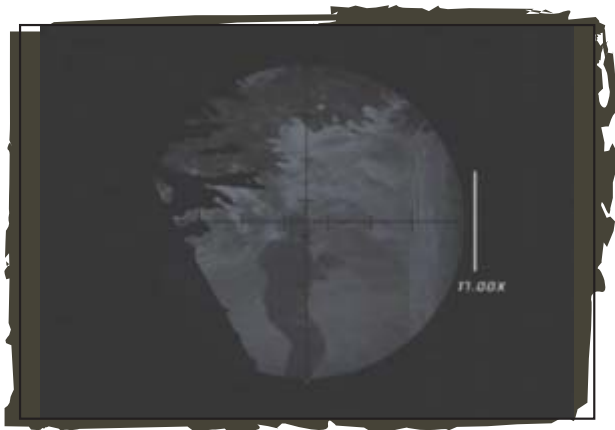
Basics and Techniques

TIP



Leaning and aiming together make a very useful combo. If you see a guard ahead, duck behind cover, then lean out and aim toward the enemy. If you can't get your sights on him completely before getting fired on, lean back in, adjust your aim to where the guard was, then lean back out. If you still don't have him dead on, continue leaning in and out, making small adjustments each time until you have a clean shot.

SHOOTING



You can't run around, firing wildly, and expect to get much done. Not only is it important to aim carefully, it's also essential to know how your weapon fires and how long it takes to chamber a new round. Moving reduces your accuracy, so stay still, crouch, and squeeze off each shot like it means something.



RELOADING



It's important to keep your gun fully loaded whenever possible. Running out of bullets in the thick of battle can mean a gruesome end for poor Captain Hayden. Any time you're free from enemy fire, take the chance to reload your gun; even if you've only fired a few bullets, it never hurts to be prepared. This is especially true with guns that are slow to reload (like Shotguns).

5

CONSERVING Ammo



In most missions, ammunition is scarce. Don't be reduced to using your melee attack. Balance your Ammo carefully. Don't get married to one weapon—use whatever gun has the most Ammo if it will handle the situation. If you do end up short on ammunition, check the ground where you took down guards; they sometimes drop Ammo when killed.

EXPLOSIVE BARRELS AND GAS CANISTERS



Red Explosive Barrels and Gas Canisters sit scattered among the other obstacles and cover in the field. These containers explode when shot, so use them to take out multiple guards with one bullet. This is faster, and it conserves Ammo. Make sure you're not too close to the container, or you'll take damage from the explosion as well.

6

LIFE PACKS



A standard Life Pack refills 25 points of health. Life Packs often show up in out-of-the-way locations, such as in corners or under stairs. If you're low on life, examine your surroundings (provided you're not under fire); you will often find a Life Pack hidden away.



YOUR SQUAD



On many missions, troops back you. They aren't a huge force, but they can help you. Not only do they provide cover fire, they frequently give you suggestions as to the best course of action. If you hear one of your men yell out a warning or direction, pay heed.

TIP

If you have a hard time hearing your squad's suggestions, turn on subtitles in the Audio menu.

MISSION OBJECTIVES



At the beginning of each mission (and at other times throughout), you are given objectives to complete. New objectives pop up at the top of the screen under the words "Objectives Updated," and you can keep track of your current objective by pressing the Back button. You can always tell if you've cleared the right obstacle, flipped the right switch, or destroyed the right door by watching for your objectives to update.

Weapons and Items

WEAPONS

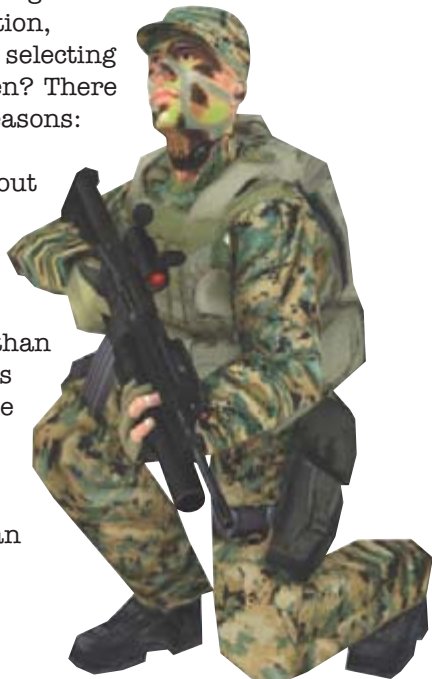
On nearly every mission, your loadout consists of three weapons. Usually, this is one Machine Gun, one Handgun, and one specialized weapon (such as a Sniper Rifle). It's important to know how your weapons work and when to use each one, so study this information carefully.

Unlike most fantasy first-person shooters, you don't have a Rocket Launcher that holds 200 rounds or a gun that shoots green goo. Many of your weapons share similar properties, so it's more important to become familiar with the general weapon types than to worry about the individual gun. Since you don't get to choose your loadout on a mission, concentrate on keeping track of which of your three weapons is most useful for the situation.

MACHINE GUNS

On every mission, you carry at least one type of Machine Gun in your loadout. Although all Machine Guns have automatic-firing capability, you should rarely make use of it. It's best to fire single shots or in small bursts. This increases accuracy, wastes less Ammo, and cuts down on how frequently you need to stop to reload. The only time you should hold down the trigger and go full-auto is when multiple enemies catch you in close quarters with no cover. If you proceed carefully and choose your cover spots wisely, this should be a rare occurrence.

If you're not using the automatic-firing option, what's the point of selecting a Machine Gun, then? There are two primary reasons: scope aiming and Ammo capacity. About half the Machine Guns have scopes, which allow you to aim noticeably farther than standard iron sights allow. Also, even the smallest Machine Gun holds more Ammo than any Handgun, so you can fire longer without worrying about reloading.



BURST ASSAULT RIFLE



Ammo (loaded): 30

Ammo (reserve): 300

Scope: Yes

Reload Speed: Fast

Found in Missions: 1, 2, 3, 4, 5, 16, 17, 18, 19, 20

The Burst Assault Rifle is the most common of the Machine Guns (you carry it on 10 separate missions), so get comfortable with it. It fires in three-round bursts, making it the only Machine Gun that doesn't have full-auto firing. If you really need to mow down a large group of targets, pull the trigger in a steady rhythm to fire the bursts close together.

The basic capabilities of the weapon are average on almost all counts (though it reloads quicker than most other Machine Guns). This makes it a fitting weapon for most situations. Its scope is particularly welcome and allows it to fill in for a Sniper Rifle on missions where you find yourself without one.



FULL-AUTO ASSAULT RIFLE



Ammo (loaded): 30

Ammo (reserve): 300

Scope: No

Reload Speed: Average

Found in Missions: 7, 8, 9

The Full-Auto Assault Rifle is less similar to the Burst Assault Rifle than the name lets on. Naturally, it has the full-auto firing that the other lacks, but the slower reload time and lack of a scope make it inferior. However, it has less recoil than the Burst Assault Rifle, so it's more accurate (especially when firing multiple rounds).

TIP

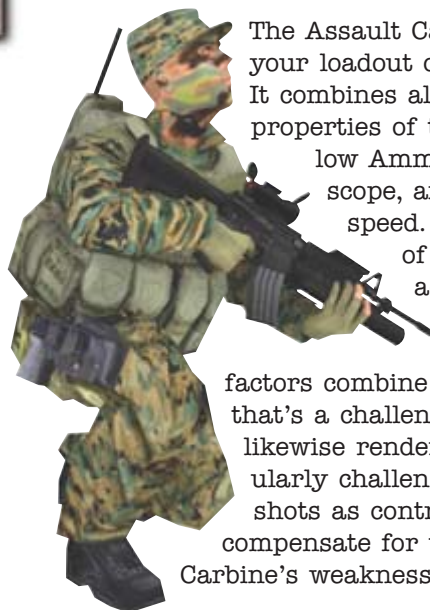
Its automatic-firing mode is slower than those of the other Machine Guns, so the Full-Auto Assault Rifle is not suited for crowd control—use its accuracy to pick off guards at medium range.



ASSAULT CARBINE



Ammo (loaded): 20
Ammo (reserve): 300
Scope: No
Reload Speed: Average
Found in Mission: 10



The Assault Carbine is part of your loadout on only one mission. It combines all the least-desirable properties of the Machine Guns: low Ammo capacity, no scope, and average reload speed. It has a decent rate of fire, but the accuracy when firing on full-auto is only average. All the factors combine to make a weapon that's a challenge to use (and likewise render the mission particularly challenging). Keep your shots as controlled as possible to compensate for the Assault Carbine's weaknesses.



Uzi



Ammo (loaded): 20
Ammo (reserve): 300
Scope: No
Reload Speed: Average
Found in Mission: 10

You find the Uzi also on only one mission (the same one as the Assault Carbine). It possesses the same negative traits as the Assault Carbine. The two weapons are basically interchangeable, so use whichever one has more Ammo.



SUB MACHINE GUN



Ammo (loaded): 40
Ammo (reserve): 300
Scope: Yes
Reload Speed: Fast
Found in Missions: 11, 12, 13, 14, 15

If any weapon is the polar opposite of the Assault Carbine, it's the Sub Machine Gun. The weapon has a large Ammo capacity, a scope, and a fast reload speed. It has good accuracy, even when firing at full speed. However, it's also easy to fire off single rounds when making headshots from afar. It's one of the most dependable weapons in the game and makes short work of single targets or large groups.



HEAVY MACHINE GUN



Ammo (loaded): 99
Ammo (reserve): 300
Scope: No
Reload Speed: Slow
Found in Missions: 16, 17, 18, 19, 20

The Heavy Machine Gun makes a good close-quarters weapon. Its lack of a scope makes it difficult to hit distant targets, but its high rate of fire and massive Ammo capacity make it perfect for dealing with large groups. The accuracy goes down if you fire continuously, but you can compensate for this by lightly pressing the Right Analog Stick down as you fire. When you go up against single enemies or when fighting at long distances, though, pick another weapon.



PDW 9



Ammo (loaded): 45
Ammo (reserve): 300
Scope: Yes
Reload Speed: Average
Found in Missions: 21, 22, 23, 24, 25

The PDW 9 is your mainstay for the final missions of the campaign. It closely resembles the Sub Machine Gun with its scope and high Ammo capacity. Its rate of fire is good, and it even maintains its accuracy when firing full-auto. The reload speed is a bit slower than that of some of the other Machine Guns, so make use of the 45 rounds available unless you have a pause in the action. This is another weapon that's excellent for single targets or small groups.



PDW 4.6P



Ammo (loaded): 20
Ammo (reserve): 300
Scope: Yes
Reload Speed: Fast
Found in Missions: 21, 22, 23

The PDW 4.6P could be described as a cross between a Machine Gun and a Handgun (it even has a Handgun sight). Its Ammo capacity is low for a Machine Gun, but excellent if you consider it from a Handgun perspective. Its rate of fire is high, but it loses accuracy if you hold the trigger. Instead, fire in small bursts and treat the weapon as a Handgun with a large clip.



HANDGUNS

Your Handgun should rarely be your primary attack weapon. Use it as a last resort if you're out of Ammo in your Machine Gun, or for shooting objects like Explosive Barrels. It can be useful for nailing single targets if you catch them by surprise (and have a nice clean shot at the head).

Handguns don't have scopes, so they're effective only at relatively short range. If you aim at a distant enemy, even if he appears to be dead in your sights, your shot will often miss. Low Ammo capacity means you can't keep up a constant attack, but the quick reload time (especially on the .44 Magnum) makes it possible to stay ready with little downtime.

.44 MAGNUM



Ammo (loaded): 9
Ammo (reserve): 300
Reload Speed: Very Fast
Found in Missions: 1, 2, 16, 17, 18, 19, 20

The .44 Magnum has the lowest Ammo capacity of any standard weapon, but also has the fastest reload time. Together, these two traits mean you can't use the weapon to take on crowds, but you can deal with several individual targets in a row without needing to take cover to reload. Go for quick body hits to stun your enemies, then aim for the head to take them down.



45ACP HANDGUN (OPTIONAL SUPPRESSOR)



Ammo (loaded): 12

Ammo (reserve): 300

Reload Speed: Fast

Found in Missions: 3, 4, 5, 6, 7, 8, 9, 10, 24, 25

The 45ACP Handgun was designed as an offensive weapon (as opposed to a typical sidearm's role as a defensive backup), and it shows. The gun holds a good amount of Ammo, and its rate of fire is high. You can use it to replace a Machine Gun in close quarters, though it still lacks the potential for crowd control that most Machine Guns possess.

NOTE

When equipped with a suppressor, the 45ACP Handgun becomes nearly silent when fired. This allows you to drop guards without alerting nearby enemies—an especially useful ability when stealth is important.



9mm HANDGUN



Ammo (loaded): 15

Ammo (reserve): 300

Reload Speed: Fast

Found in Missions: 11, 12, 15

The 9mm Handgun shares many traits with the 45ACP Handgun. It has the same high rate of fire and quick reload time. It has slightly higher Ammo capacity, making it the overall best Handgun. It doesn't have an equipped suppressor, but on the missions where the 9mm Handgun is in your loadout, that won't be an issue.



SNIPER RIFLES

Naturally, Sniper Rifles are for dealing with targets at long range. Their low Ammo capacity and average reload speed make them nearly useless in close quarters, so be ready to switch to another weapon if the enemy advances on your position.

Both Sniper Rifles have a zooming scope. Adjust the zoom magnification by pressing up and down on the directional pad. Don't become too obsessed with adjusting the zoom if you're in the middle of a firefight, though; learn to aim for the head even when at minimum zoom level. Of course, if you catch a single enemy unprepared, take your time and make your shot 100 percent accurate.

Crouching noticeably improves your accuracy with a Sniper Rifle, as does waiting for the indicator at the bottom of the screen (while zoomed) to disappear completely. If you combine all these features and aim for a headshot, your enemy doesn't stand a chance.

DESIGNATED MARKSMAN RIFLE (DMR)



Ammo (loaded): 10

Ammo (reserve): 50

Scope: Yes

Reload Speed: Average

Found in Missions: 1, 2, 3, 4, 5, 11, 14, 23, 24

The Designated Marksman Rifle is intended for supporting troops in combat situations in the field. This means the DMR has a high rate of fire and high Ammo capacity for a Sniper Rifle. If you get a chance to plug an unsuspecting guard, take it, but the DMR's rate of fire also allows you to drop multiple targets while they're too far away to be a threat.



LAW ENFORCEMENT (LE) SNIPER RIFLE (OPTIONAL SUPPRESSOR)



Ammo (loaded): 6
Ammo (reserve): 50
Scope: Yes
Reload Speed: Average
Found in Missions: 6, 8, 9

As the name implies, the LE Sniper Rifle was designed for use by law enforcement groups. It has a high rate of fire but low Ammo capacity. As a result, the weapon is perfect for taking down single targets. You can quickly hit an enemy with multiple shots to ensure that he goes down, though you'll need to reload often unless your aim is excellent.

NOTE

Like the ACP45 Handgun, the LE Sniper Rifle sometimes comes equipped with a suppressor. This allows you to silently deal with enemies from long range.



SHOTGUNS

Shotguns are on the other end of the spectrum from Sniper Rifles. They do amazing damage at close range but are nearly useless on distant targets. However, a Shotgun can still be useful for midrange fighting if the enemy is too mobile to train a Machine Gun or Handgun on.

The time it takes to reload a Shotgun depends on how many rounds you've fired. Reloading after a single shot is relatively quick, but if you empty the weapon, you must take a break from fighting to reload. Fortunately, you can cut your reloading short and resume firing (if you have at least one round available) if the need arises.

ASSAULT SHOTGUN



Ammo (loaded): 8
Ammo (reserve): 300
Reload Speed: Variable
Found in Missions: 7, 15

The Assault Shotgun has an average rate of fire, but at close range that should be all you need. It's especially useful when dealing with guards that hide around corners. Sneak up to them, aim the Assault Shotgun around, and blast them at point-blank range.



DOUBLE-BARRELED SHOTGUN



Ammo (loaded): 10
Ammo (reserve): 300
Reload Speed: Variable
Found in Mission: 21

The Double-Barreled Shotgun has unparalleled stopping power at close range. Its 10-round Ammo capacity and high rate of fire make it a fearsome weapon. If you've situated yourself at a choke point (like a doorway), you can quickly drop a group of guards as they run through.

The weapon has two big weaknesses, though. First, if you completely empty the gun the reload time is very long. More important, you only have the Double-Barreled Shotgun on one mission, so as soon as you start to like it, you lose it.



LAUNCHERS

These weapons provide heavy explosive/incendiary support. They all have low Ammo capacity (and Ammo in the field is scarce), so save them for special occasions. Launchers also cause massive splash damage, so fire the weapon only at mid-to-long-range targets to avoid injuring yourself.

ROCKET LAUNCHER



Ammo (loaded): 1
Ammo (reserve): 3
Reload Speed: Slow
Found in Missions: 18, 20, 25

The Rocket Launcher is never part of your loadout. It shows up mid-mission when you need it to complete an objective. However, you can use it as a normal weapon if the situation suits it. If you're facing distant enemies (especially groups), the Rocket Launcher makes the perfect weapon.

NOTE

Rocket Launcher Ammo is different from all other standard Ammo. Instead of showing up on downed enemies, rockets are placed in specific locations (usually near where you found the Rocket Launcher), and they replenish over time. If you run out of Ammo, return to the same spot to pick up more.



GRENADE LAUNCHER



Ammo (loaded): 1
Ammo (reserve): 11
Reload Speed: Slow
Found in Mission: 22

The Grenade Launcher is the only launcher that shows up in your loadout (but only on one mission). It is great for dealing with crowds of guards, especially around corners. Aim just around the corner and fire—the enemy is in for an unpleasant surprise. Take note of the slow reload time and single-round Ammo capacity. Start a fight with it to soften up the enemy, then switch to another weapon.

WARNING!

The Grenade Launcher comes loaded with 12 shots, and there is no more Ammo for it on the mission. Make every shot count.



NAPALM LAUNCHER



Ammo (loaded): 1
Ammo (reserve): 3
Reload Speed: Average
Found in Mission: 19

You also find the Napalm Launcher on only one mission, and you pick it up in the field (like the Rocket Launcher). Instead of firing a rocket that causes an explosion, the Napalm Launcher fires a canister of napalm that engulfs the target area in flames for several seconds. This takes care of not only the guards present when the canister hits, but also any others foolish enough to run into the area soon after.



GRENADES

There are two types of Grenades: standard fragmentation Grenades and Flash Bangs. Standard Grenades are simple; they explode a few seconds after you pull the pin. Flash Bangs, on the other hand, cause no damage but temporarily incapacitate anyone looking in the direction of the blast when they go off (including you). Toss a Flash Bang at a group of enemies hiding behind cover, then move out and attack while they blindly fumble about. The Flash Bang will cause a white flash that slowly fades.



There are two methods for throwing a Grenade: lobbing (press the White button) and rolling (press the Black button). Lobbing a Grenade is useful for dealing with guards on the other side of cover where you don't have a clear shot. However, it's harder to aim when lobbing, and if you hit the wall or ceiling nearby, the Grenade may bounce back to your position. Rolling a Grenade is like firing a standard weapon. You need a straight shot at the enemy to get the Grenade to the target area, but it's easier to aim and there's little chance of the blast hitting you (as long as you don't try to use it in close quarters).



ITEMS

Ammo

You come across Ammo in specific locations in the field, but you'll most frequently find it dropped by dead guards. The type of Ammo dropped is random, but if you pick up all the Ammo you find, it should keep your weapons evenly stocked. Of course, just because you can find Ammo by offing guards, try to conserve it whenever possible; an Ammo pack only provides one clip worth of ammunition for your weapon.



13

LIFE PACKS

Typically, Life Packs sit in spots throughout the mission. They do, however, drop off guards if you're particularly low on life when you kill them. A Life Pack refills 25 points of health, so don't pick one up unless you have 75 or fewer health points remaining. If Life Packs are abundant in the area, grabbing one when you have 80–85 points left is acceptable, but more than that and you're just wasting it. You can always save Life Packs for later and return to pick them up when your health has dropped. In fact, it's better to backtrack and pick up the earliest Life Packs after clearing an area. If you just take the closest one, you could end up traversing the length of the entire mission to pick up a Life Pack if you get low on health near the end.



NOTE

On Infantry difficulty level, Life Packs give you an extra 10 points of health for a total of 35 points.

Mission 1: Rough Beginnings



Much of this mission takes place in open air. Choose your cover spots *before* you're in the middle of a firefight.



Closed doors and connected rooms often contain waiting guards. Even if a room looks clear, stay covered until you've fully explored your surroundings.



19

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Lots of ledges and balconies mean lots of guards shooting at you from above. Check both high and low in any new area.



When you're inside the hotel, always check for guards in the street outside.

WEAPONS FOR THIS MISSION



MACHINE GUN:

Burst Assault Rifle



SNIPER RIFLE:

Designated Marksman Rifle



HANDGUN:

.44 Magnum

Mission 1: Rough Beginnings

OBJECTIVE: LOCATE THE TARGET BUILDING



Immediately run forward and take cover behind the car. Look to your right. Use your Sniper Rifle to drop the guards on the balcony and roof. Hold the Aim button, then lean out

and aim for the head. One shot, one kill. Stay behind the car for now and select your Machine Gun or Handgun to take out any other guards who run into view. Once the mobile guards are out of the picture, run around to the left and take cover behind the wall at the end.

Armed with the Sniper Rifle, pick off the guards in the far left and right corners in front of you. Then, run to the opposite end of the street and into the far left corner. Pick up any **AMMO** and **LIFE PACKS** (if you need them) on your way, then hide inside the small shelter where Mack is standing. Lean out to the left and take care of the guards in the street ahead. Look for Explosive Barrels and shoot them to blow up multiple guards at once. Wait until the guards cluster together to get the most benefit.

When guards stop running out, move toward the gap between the buildings. You come under fire before you make it very far, so run right and hide behind the wall of the building next to the broken-down truck. If any Explosive Barrels remain, blast them to deal with the guards. Of course, you can also just use your Machine Gun to mow them down.



Creep along the wall to the next corner of the building and lean out to pop the guards on the ground and the one on the balcony. As soon as you round this corner, two

more guards run out from the right. Gun them down, then check the area for **AMMO**. If you're low on life, grab the **LIFE PACK** in the corner to the right (where the guards ran out), then meet Mack and Gnucci at the door to the target building.



OBJECTIVES UPDATED: SECURE THE CRASH SITE

NOTE

Use the Back button to keep track of your objective. You can also select specific objectives for extra information.

15



Follow Gnucci into the building and shoot the two guards in the hall and the one out in the clearing. Walk outside and pick up the two SLAM Charges and the **LIFE PACK**, then head back through the building.



OBJECTIVES UPDATED: BREACH THE DOOR

After walking outside and meeting up with Mack, run up to the door on the right and take cover to allow your men to take care of the new group of guards. Once the shooting has stopped, turn to the door and move close to the flashing red icon. Hold the Action button until all the green lights are lit, then take cover behind the wall to your left.



OBJECTIVES UPDATED: CLEAR THE HOTEL

Proceed through the hotel door. When you see a guard, run up with a Rocket Launcher, run back out of the hall, and hide behind the wall again. Wait for your squad to clear the area,

then continue through the hall into the room. Run straight ahead and into the corner to grab a **LIFE PACK** and take cover behind the pillar.



Take out any guards who can see you, reload, then hold Aim and lean to the side to eliminate any remaining guards in the room. Move up to the next pillar on your left and lean out to take down the guard in the far right corner. Run to the room's opposite corner (where the guard was) and immediately turn toward the door on your left to nail a guard who runs out.



Grab the **LIFE PACK** if you need it, then slowly walk through the door. As soon as you enter the hall, a guard pushes open the window at the end and starts

blasting. Aim at the bottom of the window as you enter. When he shows up, plug him before he gets off a single shot.

TIP

If you need **LIFE PACKS** or **AMMO**, run back out to the area where you landed and pick up packs from the ground.

Turn left at the window and take cover behind the right edge of the doorway in front of you. Lean out to the left and aim into the room on the right to cap the guard hiding behind the table. Move a little farther left and lean out to off another guard on the right of the room. When he goes down, two guards bust out of the door at the far end and another runs down the stairs. You can take out the two guards at the end if you're quick, but the guard from the stairs will rush you. Back up and hide around the corner again, wait for him to run up to you, then deal with him at close range. Check the floor for **AMMO** and the room at the end for a **LIFE PACK**. Then walk over to the stairs.



Mission 1: Rough Beginnings



Of course, there's a guard at the top. He won't move, so hide behind the doorframe on the right, lean in and out until you have a good shot, and then take him down. Head

upstairs and stop at the door. Lean around to the left and eliminate the guards on both sides of the hall. Check the open room on the right for a **LIFE PACK**, then move up to the next corner on the left.

There is one guard behind a table just in front of you. He's polite and stays still, so take your time lining up your shot by leaning toward him.



Creep around the corner and to the right. Lean out into the open and look left to nail a guard who's waiting on the roof. From this spot, you can conveniently waste the shy guard peeking out from behind cover at the end of the room.



Walk into the room beside you and look out into the street. Take care of the guard on the roof to the right, then wind your way through the maze of rooms until your squad

reports on the RPG (and you see the explosion). This triggers several new guards, including one who quickly runs out of the new "door" on your left. Creep through the opening where the guard ran out and deal with the guard who runs through the door on the left.



Lean through the doorway and cap the guard at the end of the hall, then move in and nail the guard who runs out of the door on the right. Walk to

the corner of the hall, lean left, and shoot the guard at the end. When he's down, continue to the stairwell and take out the guard waiting inside. Slowly walk down the stairs until you see two guards run in, then back up and take cover behind the wall. One of the guards will run up the stairs to meet you, so he's no problem.

The other remains at the bottom (on the left), so lean into the stairwell and wait for him to stick his head out, then do him in.



Walk down stairs and around the corner. Take cover behind either wall and lean into the stairwell to take down the guard running toward you. When you



walk back up the stairs, a Grenade drops right in front of you. Back up, wait for your vision to return, then head through the new hole in the stairs and into the room on the left to finish the mission.

Mission 2: End of the Beginning



The first part of this mission is dealing with the T-62 tank. Your main hiding place is the broken wall at the far end.



These holes in the walls mean that guards can shoot you from the street below. Use the walls as cover.



Cover for both you and the enemy abounds. Lean around all corners to check for guards before advancing.



The enemy likes to perch at the balconies and windows to shoot at you from above. Take out these snipers before dealing with the guards on the ground.

WEAPONS FOR THIS MISSION



MACHINE GUN:

Burst Assault Rifle



SNIPER RIFLE:

Designated Marksman Rifle



HANDGUN:

.44 Magnum

Mission 2: End of the Beginning

OBJECTIVE: HELP DEMOLISH THE T-62 TANK



Follow Mack until an explosion temporarily blinds you. Wait a moment for your sight to return, then run upstairs into the next room. Clear out any guards

near the door, then equip your Sniper Rifle. Lean out through the door to snipe the guard in the window of the building on the right.



Step outside, then immediately step back into the room to take cover. Mack goes on ahead and starts shooting. Follow him out and run all the way to the right to hide

behind a wooden wall (which also conceals a **LIFE PACK**). Lean right and use the Sniper Rifle to eliminate any guards harassing Mack. There is a guard on the left, one to the right, and another on the balcony above the tank.



WARNING!

While covering Mack, don't lean out for too long or the tank will blast you, causing big damage.



After you've taken care of all the guards, Mack blows up the T-62 and you can come out from your hiding place. Meet Mack on the other side of the tank, grab the **LIFE**

PACK in the alcove to the left, and then help him shoot the oncoming guards. Pick off the shooter on the roof in the distance, on the left. Check the area for **AMMO**, and then meet Mack at the door.



OBJECTIVES UPDATED: FIND PATH TO STREET



Head into the building and up the stairs to the left. Peek around the corner to the right and look for a guard. If he's not there, he's hiding in the stairwell ahead on the

right. Take him down, then move on to the next corner (and pick up the **LIFE PACK**). Roll a Grenade down the stairs to clear out the guards at the bottom, then climb down to the doorway. Aim through the doorway and mow down the guards that run in at the end of the street. A shooter lurks on the balcony to the left. Shoot the Explosive Barrel at the corner of the building to eliminate any nearby guards, including the one on the balcony.



Stay in the stairwell until all the guards are down. When the area is secure, head out onto the street and take cover on the right with Mack. From this position,

lean out to the left and snipe the guard on the roof in the distance. Move out and take cover in the opening ahead of you on the right. Lean to the left to deal with the new set of guards. Search the area for **AMMO** and the small room on the right for a **LIFE PACK**, then walk through the door into the next building.



After you enter the hall, a guard runs at you from the right, so aim in advance and nail him as soon as you see him. Continue around to the left and stop at the stairway.

Lean over and look at the floor above to pop a guard at the top, then start up the stairs. As soon as you see the next guard, he throws a Grenade at you. Immediately back up, take cover, and wait for the Grenade to go off. Then, move into the stairwell again to nail the guard.



Climb up into the room and look for an Explosive Barrel across the street. Shoot it to take out the guard, then move to the floor's edge (without dropping down)

and use the walls as cover to deal with the guards in the street below. Drop and head toward the corner at the end. When the two guards run out and hide behind the car, puncture the Explosive Barrel near them for some fireworks.

Continue around the corner and hide behind the crate on the far wall. Pop the guard who runs up, then lean out to the left and aim up to deal with the guard on the balcony. Finally, use your Sniper Rifle to nail the guard on the roof around the corner, then move on through the street to meet up with Mulanix.



Take his place behind the crate on the left and aim down the street to eliminate the guards at the end. When there's no more shooting, move up and hide behind the pillars on the left. Lean out and take care of the new guards. Don't miss the shooter in the window on the left.



When the street is clear, head forward to the door at the end. Lean in and shoot the guards. Take care of the one behind the table quickly or he'll lob a Grenade

your way. Go through the door at the end of the room, but don't climb the stairs yet. Turn around and walk up the stairs backward. Aim for the open window above the stairs and plug the waiting guard.

At the top, lean through the doorway and take down the three guards in the room on the left, then move to the next doorway. Aim inside, drop the guard, then walk down to the door to finish the mission.



Mission 3: Guerrillas in the Mist



This mission takes place in a lush jungle. Take cover behind the trees and other vegetation.



Even after you've cleared out all the guards you can see, you'll still come under fire when crossing the bridge. Run as fast as you can and take cover.



There isn't much cover inside the plane. Hide against the wall and shoot through the hole in the side.



All you have to do here, for now, is snipe a few guards. Don't worry; you'll become intimate with this bridge in the next mission.



WEAPONS FOR THIS MISSION



MACHINE GUN:

Burst Assault Rifle



SNIPER RIFLE:

Designated Marksman Rifle



HANDGUN:

45ACP Handgun

OBJECTIVE: LOCATE THE CRASH SITE



Follow your men through the brush until you see a hut in the distance. As soon as you hear gunfire, back up and take cover. Wait for your squad to take out the guards in front

of you, then lean out with the Sniper Rifle equipped and dispatch the guards hiding to the hut's left. Move forward and check the hut for a **LIFE PACK**, then walk left and take cover as more guards run in. Assist your men in wiping out the guards, then round the corner and take cover again.

Eliminate the guards on the right, then move forward and nail the next set of guards who run in. Stay covered as much as possible. When the coast is clear, continue forward and into the lower jungle area ahead. Follow the path to a waterfall.



At the top of the waterfall, pull out your Sniper Rifle and aim into the valley below. Watch for two guards walking close together. Aim for the head of one guard, squeeze off a shot, then quickly nail the other while he's surprised. By now, the other guards down there are all ready for you. Move out a bit to the right and watch for movement. When you see a guard, zoom in and give him a lead injection. Once all the guards are out of the way, carefully climb down the rock outcroppings into the valley. Then, make your way forward to the crash site.



OBJECTIVES UPDATED: SECURE THE CRASH SITE

When you head into the plane (grab some **LIFE PACKS** and **AMMO** on the left, if you need them), an attack quickly comes from outside.

Aim through the hole in the side of the plane and terminate any guards you see. If there are many guards in the immediate vicinity, back up and shoot the Explosive Barrel to get several at once. After all the guards on that side of the plane are down, more attack from the other side.



Listen for an explosion behind you, then turn around and pop the two guards trying to sneak up on you. Grab any remaining **LIFE PACKS** you need, then follow your squad out of the plane.



Mission 3: Guerillas in the Mist

OBJECTIVES UPDATED: LOCATE THE BRIDGE

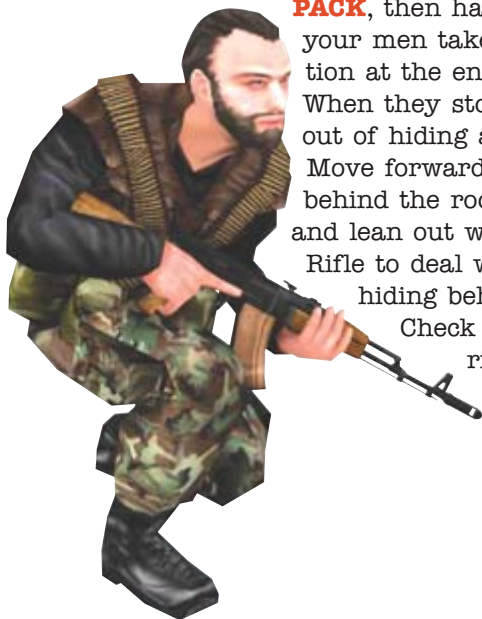


Continue through the rough until you see sunlight coming from an opening above you. Stay under cover and make your way out toward open air. A sniper waits on a ledge

across the valley. If you run out, guns blazing, he'll cap you. Instead, take cover behind the rock on the left. Carefully lean right and aim into the distance. When you see the sniper, plug him with your rifle before he can cause any damage.



Next, cross the bridge and shoot the guards surrounding the hut. Go inside and grab the **LIFE PACK**, then hang back while your men take out the opposition at the end of the path. When they stop shooting, come out of hiding and keep going. Move forward, then duck behind the rocks on the right and lean out with your Sniper Rifle to deal with guards hiding behind the crates. Check the hut on the right for another **LIFE PACK**, then proceed along the path.



Once you reach the opening on the right, equip your Sniper Rifle and aim toward the bridge across the gorge. There are plenty of guards to shoot over there, so go to town. After clearing out all the guards on the bridge, turn around and head down the path through the trees behind you. Enter the hut to finish the mission.



Mission 4: Troubled Waters



The fog makes long-distance aiming difficult. Watch for your crosshairs to turn red before firing.



The enemy makes use of these sniper perches. Even after you've eliminated one sniper, another may take his place later.



The underbelly of the bridge is where you'll complete the mission objectives. Be careful not to fall off the planks.



The bridge has obstacles to use as cover every few feet. Spend as little time out in the open as possible.

WEAPONS FOR THIS MISSION



MACHINE GUN:

Burst Assault Rifle



SNIPER RIFLE:

Designated Marksman Rifle



HANDGUN:

45ACP Handgun

Mission 4: Troubled Waters

OBJECTIVE: DEMOLISH THE BRIDGE

TIP

As soon as this mission starts, your men rush out of the hut and into the thick of combat. Let them take care of any guards they see before you follow them.



Walk out of the hut and hide behind the cover on the left. The Sniper Rifle will most likely be your weapon of choice here, but if you're comfortable with the

Handgun, use it on the guards that are close enough and conserve your rifle Ammo. There are guards you can't see because of the fog, but they still manage to shoot you. Use each piece of cover on the bridge to slowly make progress. Each time you reach a new obstacle, crouch and lean out to tag any guards in range.

OBJECTIVES UPDATED: PLACE THE FIRST AND SECOND SLAM CHARGES

As you walk across the bridge, you're presented with the objective to set the first two SLAM Charges. Ignore the instructions for now and finish clearing the bridge. Once all



the guards are safely disposed of, backtrack to the first set of stairs down near the beginning of the bridge on the right side. Head down the stairs to find the support beams.

NOTE

Just like in Mission 1, you can tell where you should place a SLAM Charge by looking for a flashing red icon. Hold the Action button to set it.

The first beam you need to destroy is just across from the stairs where you come down. Dispatch the guard, then set the charge. Unlike in Mission 1, the charge does not immediately detonate, so you don't need to run for cover.



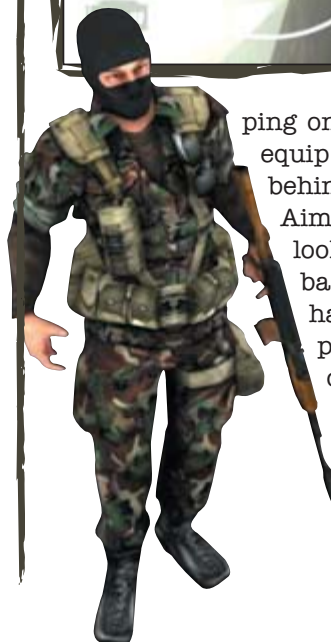
WARNING!

Make sure to crouch when crossing the beams under the bridge. This prevents you from accidentally falling off into a watery grave.



On the way to the second target beam, your team announces they've spotted a sniper. To be exact, he's on a perch off to the side of the bridge, just past a rock outcrop-

ping on the right. To deal with him, equip your Machine Gun and hide behind a bridge pillar. Hold the Aim button and quickly lean out, look for the sniper, then lean back in. Repeat this until you have your sights lined up properly. Lean out, shoot quickly, then lean back. Continue this routine to remove the sniper without taking any damage.





Keep crawling along the planks until you see your next flashing SLAM Charge icon. When you start to set the charge, two guards appear a short distance

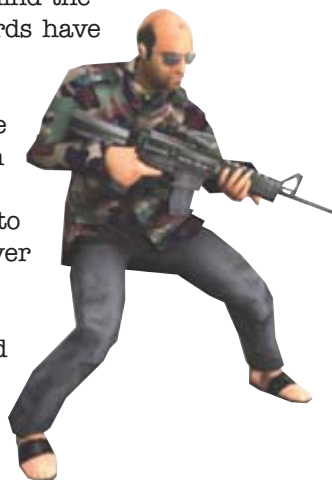
behind you. Hold the Action button for just a moment to start the charge, then stop and turn around to nail both guards before you give the SLAM Charge your full attention. When they're out of the way, move up past the support beam to the edge of the planks. Look left to find another sniper. He hasn't seen you yet, so you can easily use your own Sniper Rifle to teach him a lesson in sharpshooting.

NOTE

This would be a good time to check the ground for any **AMMO** or **LIFE PACKS**. If you need it, you can even go all the way back to the hut where you started for two **LIFE PACKS** (if you didn't already use them).

Retrace your steps toward the stairs, but use the plank that fell during the firefight as a shortcut to get back to the upper level.

Creep along the bridge as you did before, taking cover behind the various obstacles. New guards have shown up to avenge their buddies, so use the same techniques as before to take them out. The Handgun can do the job, but you can use the Sniper Rifle in a pinch to make things easier. Whenever possible, it's best to just let your men take care of the guards; they have unlimited health and Ammo.



After a brief moment of quiet, you see (and hear) a lone guard waving his hand and yelling. He won't shoot at you, so take your time aiming. However, once you move toward his former cover, other guards run out and set off some Explosive Barrels. As soon as you see the guards run out, back up and take cover. No matter what gun you use, you'll be running low on Ammo after this big skirmish. Check the bodies for **AMMO** and the area to the left for two **LIFE PACKS**.

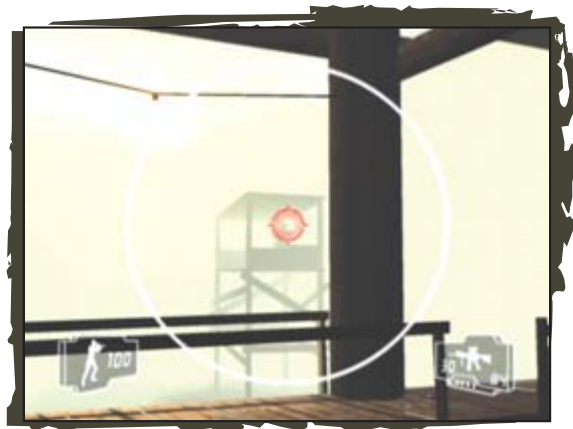


If you pass the large obstacle in the middle of the bridge that the guards were using for cover earlier, a sniper off the bridge's left side starts taking shots at you. Be ready and get the drop on him first. Continue along the bridge until you see a guard push over a box in the distance. Immediately head for cover on the side and let your men get into position to lay down cover fire.

Mission 4: Troubled Waters



When the area is secure, take the stairs on the right down to the lower level. Just like before, once you reach the bottom of the stairs, guards show up to make things difficult. For starters, turn around and take out the sniper who recently appeared in the perch just beyond the stairs. After that, take cover behind a pillar and use the trusty lean-and-shoot technique to eliminate the guards hiding farther down the bridge planks.



Ignore the support pillar next to the stairs for now, and walk all the way to the end of the planks to find another flashing red SLAM Charge icon. Again, as soon as you start to set it, you've got guard trouble. This time, it's a sniper who's taken the place of the one you dealt with earlier. Briefly start the charge, then do a 180 and aim at the perch. The sniper should be momentarily occupied with shooting at your buddies on the bridge above, so get in a clean shot. Once he's down, finish setting the charge.



Now, return to the stairs where you came down to set the last SLAM Charge. On the way there, take a moment to plug the sniper in the perch on the left. Once you've set the final charge, a guard runs down the stairs on the other side of the bridge. He's an easy target, so pop him, then walk over to the stairs he was on and climb back to the top of the bridge. As soon as you reach the top, hide behind the boxes and take out the waiting guards. Finally, walk to the end of the bridge to complete the mission.



Mission 5: A Change in Plans



Just as in Mission 3, many trees and rocks provide cover.



The guards love hiding in these huts to ambush you. Check each building carefully before continuing.



28

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Use your Sniper Rifle to shoot guards across the valleys and chasms.



At the end of the mission, you cross an open area with almost no cover. Shoot quickly and hide behind your own men if necessary.



WEAPONS FOR THIS MISSION



MACHINE GUN:

Burst Assault Rifle



SNIPER RIFLE:

Designated Marksman Rifle



HANDGUN:

45ACP Handgun

Mission 5: A Change in Plans

OBJECTIVE: LOCATE THE MISSION

You barely get a chance to move before a pack of guards accosts you. At this point, it's easiest to let your men deal with them while you take cover.

This also conserves precious Ammo (which is particularly scarce in this mission). Once the guards are down, continue along the jungle path. You won't make it far before you're fired on again. This time, it's best to take the lead (though still stay behind cover) and help your squad.

Once you round the corner, there's a shooter waiting for you. Instead of letting him peck away at you, why don't you just snipe him first? Aim to the left of the tree, zoom in, and aim for his head. The process of creeping forward and clearing each area continues for the next chunk of the path. Just stay under cover as much as possible and listen for more guards.



at once. Make sure to wait until all three guards are in range of the barrels before you take the shot. Another shooter hides in the brush. You'll need the Sniper Rifle (at high zoom) to get a decent shot at him.

When you reach the mouth of the clearing, pull out your Sniper Rifle. Shoot the Explosive Barrels where the guards are standing to defeat them all

Advance along the path to the left, but once you see guards running in the distance, back up and take cover behind the tree on the left. Use your Machine Gun to deal with them from a safe distance, then move on.



TIP

Check the crates behind the log [where you shot the Explosive Barrel earlier] for some **LIFE PACKS** and **AMMO**.



When you see the smoking remains, get ready for a fight—around the corner wait several guards. You can use the rock edges to come at them head-on or climb the log

onto the ledge on the left to surprise a few before you engage them all. Either way, stay behind cover and keep your weapon reloaded. After clearing away the guards, check the hut for a **LIFE PACK**, then head back into the thick of things.



As soon as you enter the small valley, several guards run out. Back up and take cover to give your men a chance to get into position. Find a good

firing position and help them out. There's another great sniping opportunity right around the corner. Aim past the trees into the open air and wait for the guard to come into view.



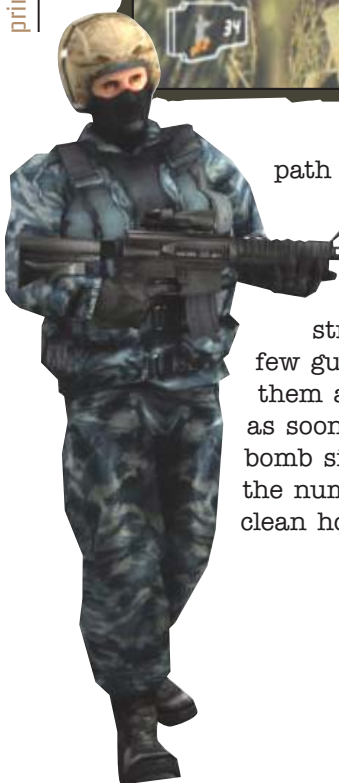
Keep that Sniper Rifle equipped; several guards in this area perch on ledges and hide in the distance. If you run out of Sniper Ammo, switch to the Machine Gun. Guards lurk behind several of the trees in this area (and one next to the hut on the right). Take cover, pick a target, and deal with them one at a time.

30

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Scour the huts around the path to the right for some more guards and two **LIFE PACKS**. Once you get past the huts and along the next path, the air strike comes in and clears out a few guards for you. It didn't get them all, though; more come running as soon as you get in view of the bomb site. Try to let your men thin the numbers a bit, then lean out and clean house.



Run across the clearing and take cover in the hut. Your men start blasting from the front; take shots at the guards from the hut's window. Use your Handgun



on as many as you can, but use your Sniper Rifle on any survivors that are too well hidden. Cross the bridge to find the Mission (and pick up any **AMMO** lying around).

OBJECTIVES UPDATED: DESTROY THE MISSILES



Once you near the towers, guards start firing on you from the right. Take cover wherever you can and eliminate the guards before continuing. The missiles are a short distance away inside a hut. Clear the area of guards, then move in and set a charge on the flashing red icon. Walk out of the hut to finish the mission.

Mission 6: Untimely Frost



The trees and rocks in this mission provide excellent cover.



When you get to these open areas, you'll be relying a lot less on your stealth and more on your weapons.



Running on the ice causes you to slide around. Crouch and walk to avoid slipping.



Many of these crates show up in the next few missions. Get comfortable with using them as cover.

31

WEAPONS FOR THIS MISSION



SNIPER RIFLE:

LE Sniper Rifle
(with suppressor)



HANDGUN:

45ACP Handgun
(with suppressor)

OBJECTIVE: DEMOLISH THE RADIOS

NOTE

This mission has two significant differences from all the prior missions. For starters, you're all alone with no squad to back you up. Secondly, you need to stay stealthy and avoid detection. Your weapons in this mission are a silenced Handgun and a silenced Sniper Rifle. You start out with low Ammo (especially in the Sniper Rifle), so make every shot count. There's no time limit, so take your time and plan every movement and shot carefully.



As soon as you start, a guard appears not far in front of you. He won't see you if you keep your distance, so watch his routine and line up a good shot. Put a couple of

bullets in him to make sure he goes down; it's a lot better to spend an extra bullet than lose half your life. Before you move on, pull out your Sniper Rifle. Aim straight ahead and zoom in on the guard post in the distance. Wait for the guard to stop moving and plug him. Now that the coast is clear, move out toward the clearing.



A tree stands on the left, right at the entrance to the clearing. Hide there and wait for a guard to walk over from the left. You have a few moments before he sees you, so pop him while he's not paying attention. Another guard patrols the back of the outpost. He frequently walks out to the left, so aim with your Sniper Rifle and off him. Again, take your time and be sure to hit your mark; you can't afford to waste Sniper Ammo. Head for the outpost and destroy the radio with your Handgun's melee attack (no reason to waste Ammo). One down, two to go.

Walk back outside and aim your Sniper Rifle down the path until you see a guard patrolling in the distance. Watch for him to stop, then line up your shot. If you don't have time to make the kill before he moves, just keep your gun trained on the same spot and deal with him when he moves into your sights again. Head to the spot where he was patrolling, but stay low and stay covered—there's another guard not far away on your left. Hide behind a tree and use the Handgun to lean out and cap him.



Walk out onto the frozen pond and look through the drainage pipe on the right. A guard patrols on the other end. This is a good time to take care of

him. He's not far, so let your Handgun do the deed. Continue to the next bend in the path, past the outhouse, and around to the next corner. Stay behind the trees and watch for a guard to walk up to the clearing in front of you. Wait for him to turn around and walk off, then sneak up closer and shoot him from behind.



Move into the clearing and look right. The next outpost is there, complete with another waiting guard on the porch. This one doesn't move around as much as the first, so sniping

him should be no problem. Another guard, though, patrols the area in front of the outpost. Sneak around to the side, wait for him to come into view and stop, then drop him.

Mission 6: Untimely Frost

You're not free to take out the radio quite yet. Another guard walks within spotting distance of the stairs up to the outpost. Creep up, hide behind the hill beneath the stairs, and peek out to the left. If he's walking away from you, take this chance to deal with him right now. Otherwise, stay hidden and check again after giving him time to turn around. Now that all the guards are out of the way, climb up into the outpost to destroy the radio. There is also a **LIFE PACK** and some much-needed **SNIPER AMMO** inside. Again, use your melee attack to take out the radio. Just one more to go.



Don't head into the outpost just yet; two more guards patrol just around the corner. Use the rock edge on the left as cover and zoom in with your Sniper Rifle.

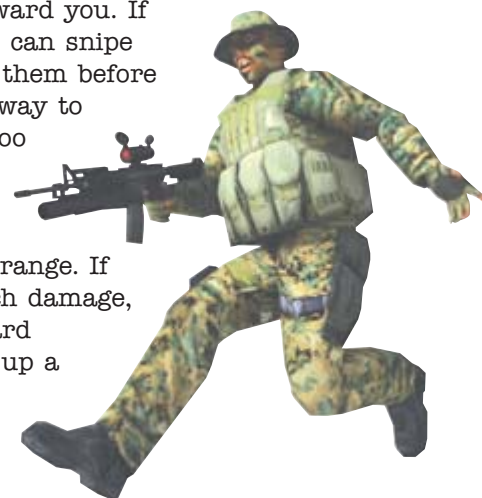
Take out one and keep the Rifle zoomed to quickly shoot the other. Now you can finally climb into the outpost to take care of the radio. In addition to the radio, there are two **LIFE PACKS** and some **AMMO** for you to scoop up.

OBJECTIVES UPDATED: LOCATE THE RESEARCH COMPLEX

Since you took out the patrolling guards earlier, the next section of the path is clear. Keep going until you hear another explosion.



Round the turn and follow the ledge toward the fire in the distance. Head up toward the clearing, then zoom in with your Sniper Rifle to scope out the situation. Three guards are posted not far in front of you, but they haven't seen you yet. Take this opportunity to nail one of them for free before you have to deal with the others. When they see their buddy go down, they come running toward you. If you're quick, you can snipe either or both of them before they make their way to you. If they get too close, switch to your Handgun and take them down from close range. If you take too much damage, return to the guard outpost and pick up a **LIFE PACK**.



Stroll out of the outpost and get back onto the path. After a short distance, an explosion rocks the surrounding area. Continue around the bend to the left, then

look for a guard patrolling on a ledge above the path to the left. Put that new Sniper Ammo to use.



In the distance is the third outpost, but don't get antsy to head for it yet; you have work to do first. Hide behind the stump on the right of the path and lean out to the left to spot two patrolling guards. Your Handgun should adequately handle the first, but if you have more Sniper Ammo than Handgun Ammo, you can always use the Rifle instead. The second guard is far enough away that the Sniper Rifle is the best choice for dealing with him. After wasting the patrolling guards, it should be no problem to snipe the guard up in the outpost. Deal with him, then walk forward along the path.



Another guard perches on the roof in the distance. He doesn't seem to be having too much fun, so use your Sniper Rifle to put him out of his misery. The general area is now clear. Move in and investigate. If you need it, pick up the **LIFE PACK** in the open train car, then head into the drainage pipe under the train tracks. As you enter the pipe, pause for a moment to let a guard walk in front of the opening on the other end. Use your Handgun to pop him, then keep moving.

Once you reach the end of the pipe, don't run out yet. Equip your Sniper Rifle, lean out, and look right. Shoot the guard in the distance, then walk out into the open

and move on. Head into the train car to pick up some **HANDGUN AMMO**, then exit through the back of the car and walk to the right corner of the overturned train car in front of you. Peek around the corner and snipe the guard on the ledge.



Edge around to the next corner, then aim left and cap the guard next to the rock. Move up and use that same rock as cover to plug the other guard hiding near the fire. Now that the area is secure, proceed through the pipe next to the fire.

OBJECTIVES UPDATED: ENTER THE RESEARCH COMPLEX



Move to the end of the pipe and aim down to see two waiting guards. Shooting one will alert the other, so be ready. They're not far away, so wield your Handgun and aim for the head. Once the other comes running for you, quickly aim and take him down. Then walk out of the pipe and climb down onto the snow below. Creep along the rocks on the right and up to the stacked boxes. When you clear the first pile of boxes, two guards walk out of the doors past the fence. It's easy to aim and off both of them with the Handgun as they exit the building. When they're down, continue toward the building and through the fence toward the doors where the guards came out. Grab the **LIFE PACK** on the corner wall if you need it, then creep up to the open doors and enter the research complex building to complete the mission.

Mission 7: In the Red



Much of this mission takes place in a maze of crates between the buildings.



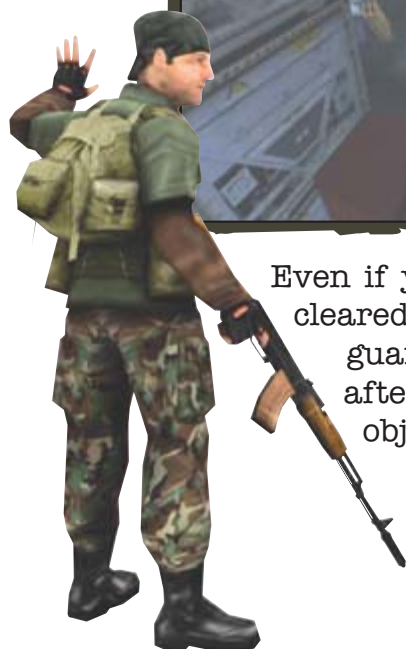
The indoor portions of this mission offer plenty of cabinets and crates to use as cover.



Even if you've already cleared an area, new guards can show up after you complete an objective. Stay alert.



Numerous **LIFE PACKS** lie hidden in remote locations. Check everywhere if you're low on health.



35

WEAPONS FOR THIS MISSION



MACHINE GUN:

Full-Auto
Assault Rifle



SHOTGUN:

Assault Shotgun



HANDGUN:

45ACP Handgun
(with suppressor)

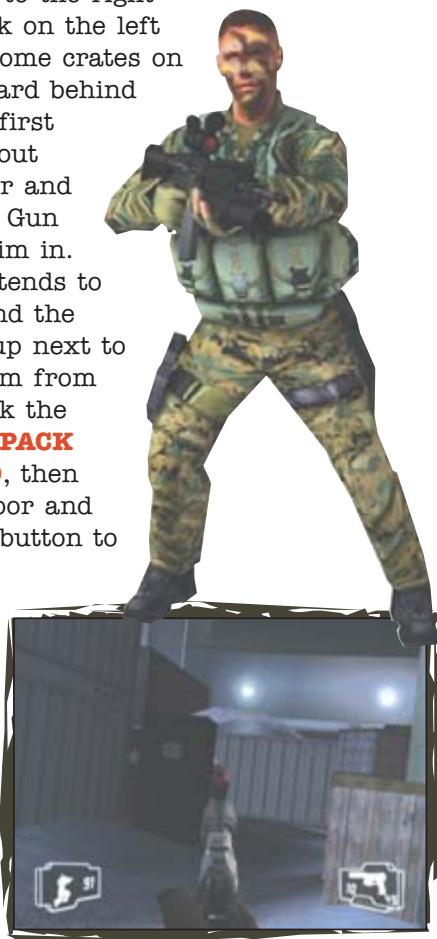
OBJECTIVE: LOCATE UNDERGROUND ENTRANCE

You begin this mission where the previous one left off, but you've managed to acquire a Machine Gun and a Shotgun. You've lost your Sniper Rifle, but it wouldn't do much good inside the building anyway. You're still on your own, but stealth is now less of an issue (the guards know you're in the building).



Walk forward and take a left, then move to the end of the hall and stop at the corner. Two guards lurk in the room to the right—one behind a desk on the left and one behind some crates on the right. The guard behind the desk is your first concern, so lean out around the corner and let your Machine Gun or Handgun do him in. The other guard tends to stay hidden behind the crates, so creep up next to him and shoot him from close range. Check the room for a **LIFE PACK** and some **AMMO**, then walk up to the door and press the Action button to open it.

Edge into the doorframe, lean outside, and look right. Wait for a guard to peek out from behind a crate, then blast him. Keep aiming, as another guard soon runs out to try to finish the job. Use your Machine Gun to dash his plans.



Slink around to the right of the crates, then hide against the left side as two guards run past and hide in front of you. You should be able to see the first if you lean out to the right. Take him out, then walk up to the edge of the crates beside you on the left, and peek around the corner. The other guard hasn't seen you, so do with him whatever you like.



Don't get comfortable yet; two more guards wait just past the next set of crates on the left. Making it past those brings out several more from the door on the far end. Stay behind cover as much as you can and use the Machine Gun to mow them all down. There's one last guard to deal with behind the crates next to the door, on the right. Once you take him out, grab the **LIFE PACK** between the crates on the left and walk through the open door.

Creep along the left-hand wall and lean around the corner. Blast the guard down the hall, then continue into the room. Grab the **AMMO** and **LIFE PACK** in the corner and



head through the doorway into the next hall. When you get to the door outside, get ready for a fight. You can use the Shotgun here, but you can't afford to run out of loaded Ammo in the middle of the fight. The Shotgun takes a lot longer to reload than your other weapons, so if you're not confident that you can take out all the guards with eight shots, switch to another weapon.

Mission 7: In the Red



Walk outside and pick up the **LIFE PACK** on the other side of the truck. Then, walk past the wooden planks beside the door and aim at the Explosive

Barrels at the end of the path. When the guards run in, quickly shoot the barrels to blow them up. Hug the stack of crates on your left and move on. Turn left at the end, walk along the edge of the large crate, and peek around to the left to off a guard who runs through the open fence. When you move toward the space between the two buildings, a guard busts out of the door on the left.

OBJECTIVES UPDATED: UNLOCK THE GATE



Move past the door where the guard ran out and open the door next to the gate. Walk inside. Follow the hallway into a computer room, then into the room on the left. Terminate the guard, then take his place at the window. Ignore the guards out there and shoot the Explosive Barrel to take them all out at once. Go back outside and follow the building edge along to the right. Stay hidden behind the crates and eliminate all the guards ahead of you.



Clear out all the guards, then move through the maze of crates and look for a green light on the wall. The switch to unlock the gate is right below it. Grab the **LIFE PACK**



along the wall to the right, then backtrack toward the gate. Lean around every corner and check for guards. Keep clearing each corner until you reach the open area with the stairs and double doors.

OBJECTIVES UPDATED: UNLOCK THE LAB DOORS



As soon as you enter the clearing, several guards run through the double doors and down the stairs. You should be able to take out most of them

with your Machine Gun before they reach the bottom. If you have to stop to reload, duck back around the crates for safety, then lean out and start shooting again. Finish off the guards, then head upstairs and through the double doors to find some **AMMO** and a **LIFE PACK**. Once you've stocked up, return to the now-open gate and walk down into the underground access tunnel.

At the first corner, stop and peek around to the right. Take out both guards at the end of the hall, but be careful not to hit the Explosive Barrel against the wall on the



left. When you reach the end of the hall, two more guards drop down and attack. They're just asking for a Shotgun blast to teach them a lesson.



Continue through the tunnel to reach open air. Walk around to the left and snatch the **LIFE PACK** on the wall next to the door, then hide behind the tall

red crate. Lean out to the right and detonate the Explosive Barrel on the left to blow up the guards in the area. Edge along the side of the crate, then look around to the left to nail another guard waiting between the crates. Grab the **LIFE PACK** from the right corner, walk up to the door on the left (under the white light), and use the Action button to open it.



Lean through the doorway and shoot the guard at the end of the hall on the right. Move a little farther into the room and lean out to eliminate another guard

hiding behind some cabinets on the right. Move into the main room and hide behind the cabinets on the right wall. Two more guards run out of the door in the corner. Deal with them and then use the Action button to flip the switch under the green light next to the door.

OBJECTIVES UPDATED: ACCESS LOWER LAB



Run through the door and into the hall, then hide behind the crates on the right. Lean out and deal with the visible guard, then move forward and hide behind the crate on the left. Peek around the crate and take out the other guard. Walk around the corner and open the door at the end of the hall. Several guards rush you. Blast them all with the Shotgun, then walk outside. Equip your Machine Gun, then run along the crates on the left to the end. Lean around the corner to the left and wait for the door to open in the wall ahead of you. When the guard appears, shoot the Explosive Barrel to the right of the door to take care of him.

Move along the crates toward the door, then look around the corner to the left and pop the two guards in the door at the far end. When you move



toward the next open door, two more guards run through a small door on the right. Take them out, then go through the door they came out of and into the room on the right for some **AMMO** and **LIFE PACKS**. Head back into the hall and down the flight of stairs toward the blue light. Grab the **LIFE PACK** under the stairs if you need it, then take a left and proceed down another small flight of stairs to the lower lab door.



As soon as you open the door, immediately duck for cover to the left. Lean out and eliminate the three guards, then enter the room and open the

next door. Follow the hall to the end and take the elevator down to complete the mission.



Mission 8: Third Degree



The enemy loves using these crates as cover. Don't advance until you've checked every one.



This mission contains many Explosive Barrels and Gas Canisters. Why bother aiming at the guards when you can let your surroundings do the work?



The elevators offer good cover, but they don't stay put for long. Get in some good shots, then quickly step off.



Guards arrive in pairs and hide behind the boxes and crates in this area. They often remain concealed for long periods without leaning out, so be careful.

39

WEAPONS FOR THIS MISSION



MACHINE GUN:

Full-Auto
Assault Rifle



SNIPER RIFLE:

LE Sniper Rifle



HANDGUN:

45ACP Handgun
(with suppressor)

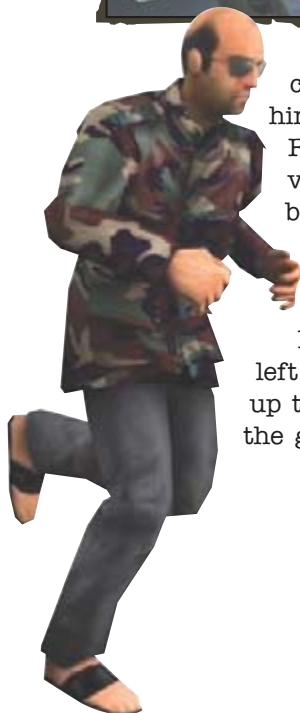
OBJECTIVE: ENTER THE UNDERGROUND LEVELS



Step off the elevator and creep up to the crates on the right. Lean out to the left and shoot the Gas Canister to blow up the guards in front of you. Switch to the cover on the other side of the corridor and watch for another guard at the end of the room to stick out his head. With the guards out of the way, you're free to move into the room and grab the **LIFE PACK** in the right corner (inside an open cargo container).



Pop another guard from the corner. You can hit his head without him even leaning out to shoot you. Run across the room, past the vehicle on the left, and take cover behind the large metal crates against the wall. The guards have already seen you, so get ready. Take out one to the right, then lean out and look for guards on the left. Use the red Gas Canisters to blow up the guards on the ground, then nail the guard on the balcony above.



When the coast is clear, move out to the right and around to the side of the room and deal with the two guards hiding behind the crates on the right. When they go down, the doors at the end of the room open and more guards come to join in on the fun. Hide behind the stack of blue crates near the hole in the middle of the room. Each guard hides behind a separate set of crates—the ones in front of the door, slightly to your left, and on the far left. If you're running low on Machine Gun Ammo, use your Sniper Rifle and Handgun to bring them down. Grab the **LIFE PACK** on the left wall, then run up and open the double doors.



Walk around the corner and open the next set of doors, then hide on the doorway's left. Equip your Sniper Rifle, lean out, and aim at the balcony across

the room. It's up to you whether to shoot the guard himself or the Explosive Barrel beside him. Either way, he won't bother you anymore. Move into the room and take cover behind the crates on the right. Deal with the guard who runs out on the right by shooting the Explosive Barrels near the door. Be careful, though, as another Explosive Barrel sits right next to you. As for the guard at the door on the room's left side, take your time and make use of your Sniper Rifle.

Proceed through the door on the right and sneak behind the crates against the left wall. Use your Handgun to plug the Gas Canister at the end on the left to give the guards an unpleasant surprise. Move on to the next corner and pull the same trick on the guards waiting there (the Gas Canister is at the end on the right, this time).



Mission 8: Third Degree



Walk up to the doors, but don't open them yet. Two guards await on the other side, but they're not expecting you. Aim your gun at head height, then open the doors and quickly gun down both guards. Walk into the left corner and press the Action button to activate the elevator. Make sure to crouch and hide behind the crates before the elevator reaches the bottom. Why? Two guards are waiting for you in the hall ahead. There's one on each side, so lean and pop them one at a time. Don't spend too much time on it, though, because the elevator will start back up after a while. If you're still on it when it does, push the button to stop it, then push it again to head back down.



Open the doors at the hall's end and hide on the left. Lean out and eliminate the guard on the left, then move into the room just enough to clear the doors.

Hide against the crates on the left and lean out to the right to shoot a guard hiding in front of you. Walk left until you see more guards run out of the door at the end of the room. Move back and hide behind the crate on the right, then lean out and off them.



Hug the left wall and walk around the room toward the double doors. Once the doors are on your left, aim for the Explosive Barrel in front of you.

When the guards appear, shoot the barrel to blast them. Continue along the path, grab the **LIFE PACK** on the wall, then get on the elevator in the middle of the room. Press the button at the end of the platform to start your descent.

OBJECTIVES UPDATED: OPERATE THE CONTAINER CRANE

Make sure you're crouched so you won't fall off the small elevator platform. As you slowly enter the room, aim for the Explosive



Barrels below to take out some guards before they shoot at you. Once you touch down, head left, grab the **LIFE PACK**, then continue along the rafters toward the room's middle. Once you start down the ramp, though, guards run out of the doors at the end of the room on the left. The Sniper Rifle makes a nice weapon for dealing with them, as well as for the lone guard across the room to the right.



Run through the door at the end of the room and into the hall. Cap both guards, then creep around the crate on your right and lean out to the left to nail the guard in the room ahead. Walk toward the room and plug the guard who carelessly drops right in front of you.





Move a little farther and more guards run down the stairs. Take cover behind the wall on the left, lean out, and aim left. One of the guards has nowhere to hide,

so he's easy to handle. The other cowers behind the crates on the left and doesn't come out often. You can either wait for him to run out or rush him and deal with him at close range. Run upstairs and open the door at the top. Amazingly, no guards wait for you on the other side. Just walk up to the bright blue panel to the right and press the Action button to activate the crane.

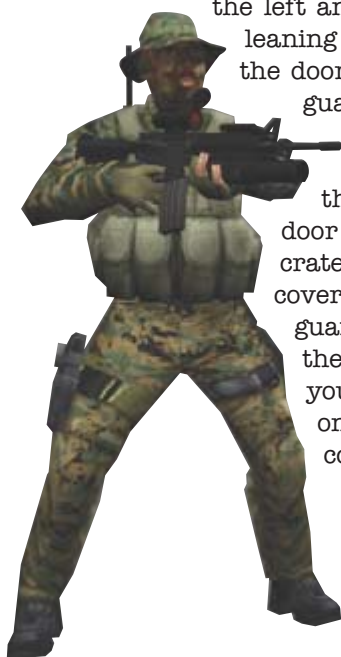
OBJECTIVES UPDATED: OPERATE THE ELEVATOR

42

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When the cinematic finishes, a guard appears behind you. As soon as you can move, back up to the left and hide against the wall before leaning out to shoot him. Walk through the door and aim at the landing to cap a guard hiding behind the crates. Walk downstairs, into the hall on the left (opposite the one you came through earlier), and through the door into the main room. Use the crates at the end of the catwalk as cover and aim left to eliminate two guards in the room beside you. Grab the **LIFE PACK** off the railing to your right, then head into the room on the left. Press the button in the corner to activate the elevator.



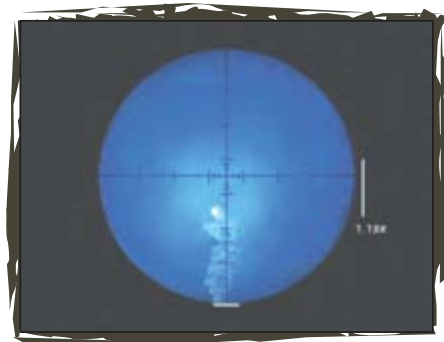
OBJECTIVES UPDATED: PENETRATE SECTOR 4



Of course, guards hang out at the bottom—one behind each crate, to be exact. When they're out of the picture, head to the end of the hall and through the

door. Pick up the **LIFE PACK** on the left wall, then head up the ramp. A Flash Bang Grenade drops in, so back up and wait for the blindness to wear off, then ascend the ramp again. Walk around to the right to grab a **LIFE PACK**, and then aim into the corner on the right with your Sniper Rifle to cap an oblivious guard. Creep along to the spot where the guard was hiding, then lean left to deal with another two guards as they run up.

Move through the crates and take out another duo at the end. Hop over the crates on the left and shoot the two guards who run around the corner on the right (these guys sure love attacking in pairs). Before you go any farther, equip your Sniper Rifle and aim up at the blue light on the wall. Pick off the sniper waiting there, then move on to the next corner. Deal with two more guards, then round the corner and descend the ramp. Open the door and plug the two guards lurking on the other side. Head into the hall and up to the next door to finish the mission.



Mission 9: Into the Gauntlet



This short mission consists of little more than a series of catwalks and elevators leading to the ground floor.



It's a long way down. Whenever you activate the freight elevator, get on it as quickly as possible; jumping on the tracks is fatal.



Guards running up the stairs below you make easy targets.



You spend the last part of the mission on this elevator. Fortunately, there are many crates to take cover behind.

43

WEAPONS FOR THIS MISSION



MACHINE GUN:

Full-Auto
Assault Rifle



SNIPER RIFLE:

LE Sniper Rifle



HANDGUN:

45ACP Handgun
(with suppressor)

OBJECTIVE: UNLOCK THE FREIGHT ACCESS



Open the door in front of you and aim left to pop the guards running toward you. Walk left along the catwalk, then nail the guard who jumps over the railing at the end. Continue walking forward until you see a guard on the ledge push a box. Back up and take cover behind the crate on the right. Lean out and shoot the guard on the ledge and the one off to the right.

44

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At the end of the catwalk, ascend the ramp and go into the corner on the right. Hide behind the crate against the wall and lean out to off the two guards at the end of the hall. Walk to the end, grab the **LIFE PACK**, then head through the door and down the stairs. When you get to the small room at the bottom, aim for the other door and mow down the guard as soon as he runs in. Snatch the **LIFE PACK** from the wall if you need it, then creep into the stairwell and nail the guards as they run up the stairs on your left.



Walk into the computer room, pop the guard on the left, then proceed through the door at the end into the next room. As soon as you walk in, hide behind the crates on the left and lean out to the right to deal with the guards at the end. When they're out of the way, grab the **LIFE PACK** in the small room on the left (if you need it), then run all the way to the end of the catwalk and through the door.



There are two guards on this elevator, but they're pretty shy. Don't bother hiding; just stay crouched, move up, and blow them away. With the

elevator clear, you're free to hit the button on the wall and head down. Move up and open the door, try your best to hide on the left, then shoot the guards in front of you. You will have to open the door again during the fight if you don't kill them quickly enough.



Run into the room and through the door on the left to reach a small computer room. When you get in there, guards appear at various spots around the large room you were just in. Hit the bright blue button to open the elevator door, then get ready to deal with the guards in the main room.

Mission 9: Into the Gauntlet

OBJECTIVES UPDATED: POWER THE FREIGHT ELEVATOR



Start by waiting for one adventurous guard to run into the room with you. Take him out, then move to the doorway and lean out. Cap the guard on the left, then aim right and shoot the Explosive Barrels to eliminate another guard. There's one more guard in the same area as the barrels, so nail him, then move out into the room. Take the **LIFE PACK** on the far wall, then head down the ramp in the middle.

Dispatch the guard behind the crates on the left, then proceed through the hall and open the green door. Snipe the guard (wearing a white shirt) at the far side of the room, then shoot the two guards who run through the door on the far left. Head around the room and press the switch below the red light.



OBJECTIVES UPDATED: OVERRIDE THE ELEVATOR STOP



Immediately get onto the elevator as it starts to move. Stay covered by the boxes and wait until you reach the bottom. Once the elevator has stopped moving, take out the guards on both sides of the room (including through the windows), then check both of the side rooms for **LIFE PACKS** and hit the switch under the red light to activate the elevator. Immediately run out of the room and jump onto the elevator before it gets too far away.



There are lots of guards at the bottom level, so use your Machine Gun on the close ones, then switch to your Sniper Rifle to deal with the remaining guards in the distance. Once the coast is clear, step off the elevator and head down the ramp to find a **LIFE PACK** hidden inside one of the large containers. One last guard runs out of the door at the end, but he's easy to eliminate. Head through the glass door and reach the end of the hall to finish the mission.

Mission 10: Sword of Damocles



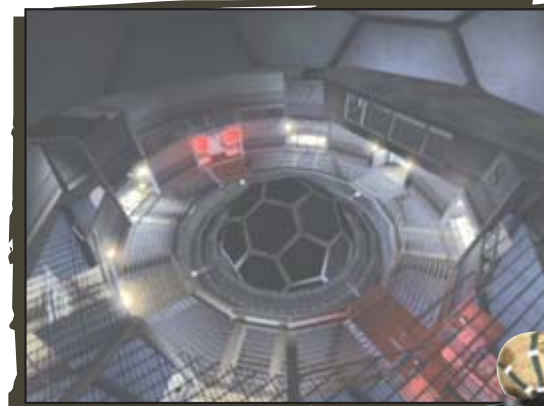
In this first computer room, attacks can come from any of the three doors. The metal plates on the corners work as cover.



Each time you set a SLAM Charge, three guards attack from the top of the stairs. Use the computer farthest from the staircase as cover.



The power boxes on the walls offer little protection. Creep up to every corner carefully.



The condenser itself acts as your cover here. You can even shoot through the rings after they start spinning.



WEAPONS FOR THIS MISSION



MACHINE GUN:

Assault Carbine



MACHINE GUN:

Uzi



HANDGUN:

45ACP Handgun
(with suppressor)

Mission 10: Sword of Damocles

OBJECTIVE: COVER GALENA

TIP

You have two new weapons on this mission: the Assault Carbine and Uzi. None of your weapons have scopes, so you'll need to do your fighting up close and personal.



Follow Galena down the flights of stairs at full speed and plug the guards who appear. On the ground floor, grab the **AMMO** off the table and the **LIFE PACK** in the far right corner, then follow Galena down the hall. When you catch up with her, she tells you to cover her while she gets the codes. Each time Galena gets a code, two guards run out of one of the doors on the catwalk at random. Use the metal panels at the corners of the railing as cover and take them down.

OBJECTIVES UPDATED: LOCATE THE OTHER MAINFRAMES

Descend the stairs to the bottom of the room to grab two **LIFE PACKS** (if you need them), then return upstairs and go through the glass door on the right. Run forward and take cover behind the boxes on the left, then lean out and shoot the guards as they run in. Creep up to the corner and hide along the wall, then lean out to the left and plug the two guards at the end of the hall.



Walk down the hall and through the glass door, then use the pillar on your left as cover. There is a guard in the middle of the room and two on the balcony at the

end. Move to the end of the room on the left and take cover again as two more guards run onto the catwalk on the far side of the room. Shoot both of them, then grab the **AMMO** and **LIFE PACK** under the stairs.

Climb the stairs and walk along the catwalk to the right. When you reach the stairs to go down, more guards appear. Hide behind the pillar at the corner and lean



out to the right to take them all out. Look in the space under the stairs for one last guard, three **LIFE PACKS**, and some **AMMO**. Now that the room is clear, head to the other end and through the glass door.

OBJECTIVES UPDATED: DEMOLISH THE THREE MAINFRAMES



Of course, a couple of guards lurk in the computer room below, so deal with them from your elevated position, then head downstairs. When you reach the bottom, three more guards run in at the top of the room. Hide behind one of the computers, then lean out and cap them. Grab the **LIFE PACKS** under the stairs, then set a SLAM Charge on one of the computers (look for the flashing red icon). Once the charge blows, more guards enter. Eliminate them. Place the second charge, then deal with the next set of guards. Set the last charge, then take out the last of your foes.

OBJECTIVES UPDATED: RENDEZVOUS WITH GALENA

Climb the stairs and walk through the glass door at the top. Nail the three guards, then run to the end and grab the **LIFE PACK**. Several more guards run

through the door at the end of the hall on the left, so take cover behind the crates to deal with them. Move to the end of the hall and through the glass door. Creep along the left-hand wall, then stop at the corner and peek out to the left to pop the two guards at the top of the stairs in the distance.



Walk to the stairs and grab the **LIFE PACK** in the small gap on the left, then climb the stairs and take cover behind the computer to deal with more guards. When

they're down, follow the computers on the right until you reach the stairs down, then lean out and shoot the guards on the lower level. Once all the guards are taken care of, walk downstairs and through the glass door.

NOTE

There are lots of **LIFE PACKS** in this area, so take as many as you need.



When you move into the room, guards run in on the right. Use the wall in the middle as cover and eliminate them all. Creep along to the right, then cap the last guard in the room to the left. When he drops, Galena appears. Meet up with her at the door.

OBJECTIVES UPDATED: SABOTAGE THE CONDENSER



Follow Galena into the room, but stay on the ground level. When she reaches the top, she tells you which terminal to activate. Guards come in to impede your progress, so take care of them before you activate the terminal (use the condenser in the middle of the room as cover). Keep activating the computer terminals according to the numbers she gives you while wasting the guards who appear.

TIP

If you can't remember the terminal number Galena told you, check your objectives by pressing the Back button.

Wait for Galena to show up, then follow her out of the room to finish the mission.

Mission 11: Cry Me a River



Avoid walking too close to the fires here (or anywhere else). You quickly take damage from the heat.



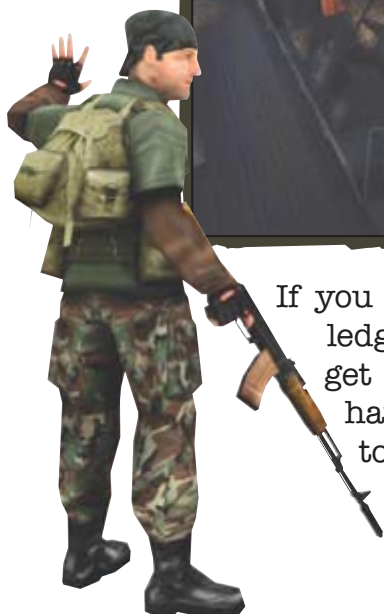
As always, windows in the street mean shooters above you. Check the windows before dealing with attackers on the ground.



If you fall off these ledges, not only do you get hurt, but you also have to circle around to get back on top.



From this sniper position, you can easily hit any target on the pier. Aim for headshots to clear the area as quickly as possible.



WEAPONS FOR THIS MISSION



MACHINE GUN:

Sub Machine Gun



SNIPER RIFLE:

Designated Marksman Rifle



HANDGUN:

9mm Handgun

OBJECTIVE: DEMOLISH THE TWO PATROL BOATS



Walk left off the pier and move along the path until you reach a corner with a fire nearby. Cap the guard, then move to the large container on the right, lean out to the

left, and take out another guard not far in front of you. Grab the **LIFE PACK** in the small garage near the fire on the left, then head past the container and around the corner to the right. Hide behind the dumpster on the right and shoot the guard to the left.



Head left and look for the flashing red SLAM Charge icon. Set the charge, then hide up against the buildings behind you. A clueless guard walks out from behind the buildings where you came in, so put him down, then move toward the roofed area next to the large building in front of you. On the way, remove the other guard waiting behind the buildings to your right.

Creep to the end of the overhang, then lean around the corner to the right and nail the two guards. After they drop, walk up to the flashing red icon and place the SLAM Charge.



OBJECTIVES UPDATED: ELIMINATE THE SNIPER



Backtrack around under the roof, then take cover behind the crate to deal with the two guards who run in from the left. Walk left around the corner and hide

behind the dumpster as two guards run out of the right-hand building. Lean out and eliminate them, then aim up to the top of the ramp in the distance and shoot two more guards there. Check the building on the right for a **LIFE PACK** and some **AMMO**, then head up the ramp.

There are more guards to deal with here, in the distance on the right. When they're all out of the way, make for the spot where they were standing and enter the door



on the right. Creep to the end of the hall and stop at the corner, then lean around to the left and pop each of the three waiting guards. Proceed through the hall (check the opening on the left for two **LIFE PACKS**) to the far corner, then lean out and aim left to blast the guards who come through the door.

Move through the door and up to the wall in front of you. Peek around to the left and aim up to nail the guard standing above you. Continue around the wall to the left, then follow the path all



the way around until you reach an opening with a door on the left. Lean around the corner to the left and pick off the guard. Grab the **LIFE PACK** on the wall on the left, then move toward the opening between the containers to the right. Dispatch the two guards, then continue along the path.

Mission 11: Cry Me a River

Head toward the door in the wall until a guard runs out. Drop him, then go through the door and up the first flight of stairs. Lean around the left corner and cap the guard, then



continue up the stairs and open the door at the top. Shoot the guard to the far left, then use the door itself as cover to lean out, and off two guards on your left. Walk to the end of the balcony, then down (and up) the ramp on the right.

WARNING!

Don't fall off the platform at the bottom of the ramp or you'll have to circle around all the way back to this point.



Proceed along the balcony and hide in the opening to the left. Lean out to the right and waste the two guards, then go in the door to find (and eliminate) the sniper.

OBJECTIVES UPDATED: COVER YOUR TEAMMATES



Take the sniper's place and aim down onto the pier below. Naturally, arm your Sniper Rifle to take out the guards. Shoot any guards in view, wait for your squad to advance, then take care of each new set of guards. Follow your men with the scope on and watch for guards to run out. When you hear the warning about the RPG, stop shooting for a moment and duck for cover in the room behind you. Then, quickly run back out and snipe the guard who fired the RPG (before he has a chance to fire again).

OBJECTIVES UPDATED: RENDEZVOUS WITH TEAMMATES

Turn around and head to the broken window behind you. Aim through the window, over the ledge, and into the room on the first level to pick off the two guards.



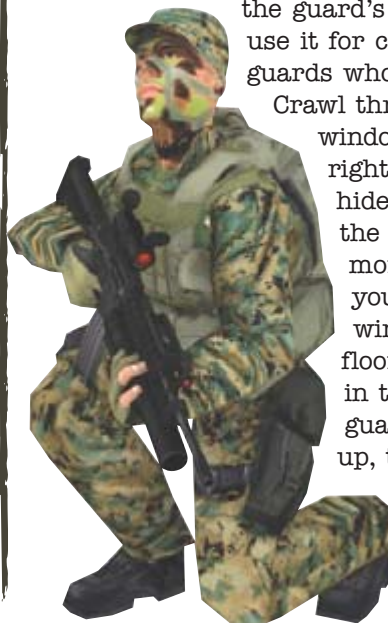
Backtrack to the ramp and drop to ground level. You can't go back the way you first came, so head around the path to the opening with the door. The door is open now, so go on in and through the hall to the doorway at the end. Lean to the left and shoot the guard, then move to the left until you can see out of the opening on the right. Aim outside and drop the three guards, then move through the doorway on the left.

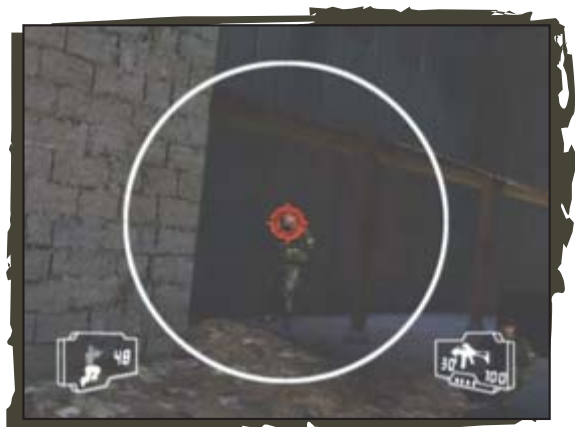


Walk forward and take cover behind the small wall in front of you. Lean out and aim right to nail a guard hiding in an opening on the far wall. Take

the guard's place in the wall and use it for cover to bring down the guards who run in from the right.

Crawl through the broken window farther up (on the right) for a **LIFE PACK**, then hide behind the container on the left to deal with three more guards in front of you (get the one in the window on the upper floor). There's a **LIFE PACK** in the building where the guards were hiding. Pick it up, then head through the door on the left (near the fire).





There are guards in sight and others hiding. Shoot the ones immediately in front of you, then take cover on the right. Lean out to deal with the remaining guards. When the coast is clear, turn the corner and hide behind the dumpster. Lean out and aim down the ramp to plug the guard, then descend the ramp to the corner. Aim right, annihilate the guards, then round the corner and lean to both sides to eliminate guards waiting at each end.



Keep going through the hall to a staircase. Creep up and join your squad at the top. Don't get excited, though; there are still guards in the vicinity. Use the wall along the side of the stairs as cover and lean out to deal with the enemy. Grab the **LIFE PACK** in the small room on the right, then follow Ruiz forward. Stay behind cover and shoot the guards in the buildings on the right and left. Finally, follow your men to the door on the right and walk through to finish the mission.



Grab the **LIFE PACK** from the open room to your right (and two more **LIFE PACKS** along the right side of the pier), then run back to the stairs and head in the other direction. Proceed along the pier to a corner filled with rubble. Lean around the corner and shoot the red Gas Canister against the wall. Nail any remaining guards (including the one standing on top of the building in the distance), then continue along the wall. Search the area for **AMMO** and a **LIFE PACK**, then walk through the door in the wall.



Mission 12: Unlikely Allies



Window shooters strike back! You must concern yourself not only with the handful of enemies on the ground here, but also with the shooters in the windows above.



These ledges make excellent hiding spots for the enemy. Thankfully, these corners make excellent hiding spots for you.



53



Sure, it looks peaceful now, but when you get here, it's swarming with guards. Use a Grenade to thin the numbers.



The small walls around the second AA Gun don't offer enemies much protection. Stay hidden around the corner and they're easy prey.



WEAPONS FOR THIS MISSION



MACHINE GUN:

Sub Machine Gun



SNIPER RIFLE:

Designated Marksman Rifle



HANDGUN:

9mm Handgun

OBJECTIVE: DESTROY THE AA GUN



Walk through the door at the hall's end and then race into the alley on the left. Plug the guard on the other side of the fence, then stay covered while Ruiz and Mack run into the street and start shooting the guards. Let your men take care of them (or lean out and help them if you get antsy), then head to the end of the street on the right.

54

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Note the location of the Gas Canister against the wall near the door on the right. Start walking toward the door, but back up and hide behind the wall on your right when the guards run in. After you're covered, lean out and shoot the Gas Canister to give the guards a surprise. There's a **LIFE PACK** in the building on the left (where Ruiz is standing), but you shouldn't need it now, so save it for later.



Run through the doorway on the right and immediately take cover in the stairwell in the right-hand wall. Wait for Mack to take out the guard, then head back into the street and up to the next corner on the right. A guard runs in without you even having to lean, so drop him from close range, then lean around the corner and cap the other two guards. Move up to the next corner on the left and lean around to nail two more guards (one on each side) at the end of the tunnel. Start through the tunnel, but watch for more guards to run out at the end, then back up and take cover behind the wall again. Pop them from here and continue through the tunnel to the next corner on the left.



Lean around, eliminate the two guards, grab the **LIFE PACK**, and creep up to the corner on the right. Lean right and aim up to shoot the guard on the ledge, then move

to the wall on the left. The AA Gun is around the corner on the left. As soon as you edge around the corner, several guards come out of the woodwork. Make sure you're completely covered behind the wall, then carefully lean out and deal with each one as quickly as possible. Alternatively, set off a Grenade to eliminate a handful of guards at once.

WARNING!

Make sure to take care of the guard hiding near the fire on the right. Use your Sniper Rifle if you can't see him well.

Mission 12: Unlikely Allies



When the area is safe, head out into the clearing and around the corner on the right. Grab the two **LIFE PACKS** on the ground in the small room at the end, and then return the way you came to the AA Gun. Find the flashing red SLAM icon on the back of the gun and hold the Action button to set the charge, then take cover in the opening on the right.

OBJECTIVES UPDATED: DESTROY SECOND AA GUN



Now that you've destroyed the AA Gun, check inside the building on the left for another **LIFE PACK**, then continue onto the street to the left of the AA Gun site. As you reach the beginning of the alley, a guard shows up to spoil your fun. Quickly take cover behind the edge of the building on the right and wait for the guard to run up to you. Take him down, then turn the corner into the alley.



Many more guards appear, so quickly hide in the opening on the right. Carefully aim around the corner and mow down the enemy. Head a little farther forward until even more guards drop in. Return to your previous hiding spot and dispatch the pests. Finally, move into the clearing and up the stairs to trigger two more guards, who run in from the door on the right. Back up and use the small wall beside the stairs as cover. Now that the area is clear, pick up the **LIFE PACK** from behind the wall on the left and climb the tall flight of stairs to the right. Grab the **LIFE PACK** at the end of the ledge (if you need it), and pop the guard who runs up behind you.



Return down the stairs and into the hall on the left. Of course, guards appear (along with a Grenade), so back up and take cover around the

corner. Dispatch the guards and continue through the hall. When you reach the corner on the left, pick off the guard above you, then lean left and eliminate the two other guards. Walk around the corner and up the stairs on the right to pick up a **LIFE PACK**, then continue through the hall.



Turn right at the end, then creep up to the corner and aim left to pop the lone guard in front of you. Walk through the hole in the wall on the right, pick up the **LIFE PACK** in the room on the right, then head through the doorway onto the balcony. Crawl through the hole in the wall on the left, then aim through the window to shoot the guard waiting in the room. Move into the room where the guard was and open the door on the right. Plug the guard, then walk to the end of the hall and nail the guard who runs up from the left. Grab the **LIFE PACK** to the right, then turn around and creep to the end of the hall.



It's time to take out the second AA Gun. As in the earlier situation, a large group of guards protects the gun. Stay covered behind the wall's

corner and take them all out in the same manner as before. The guards love to vault over the piece of grating in the middle of the clearing, so aim there for easy kills. When you've dispatched them all, search the area for **AMMO**, set the SLAM Charge on the AA Gun, then take cover in one of the buildings on the side.

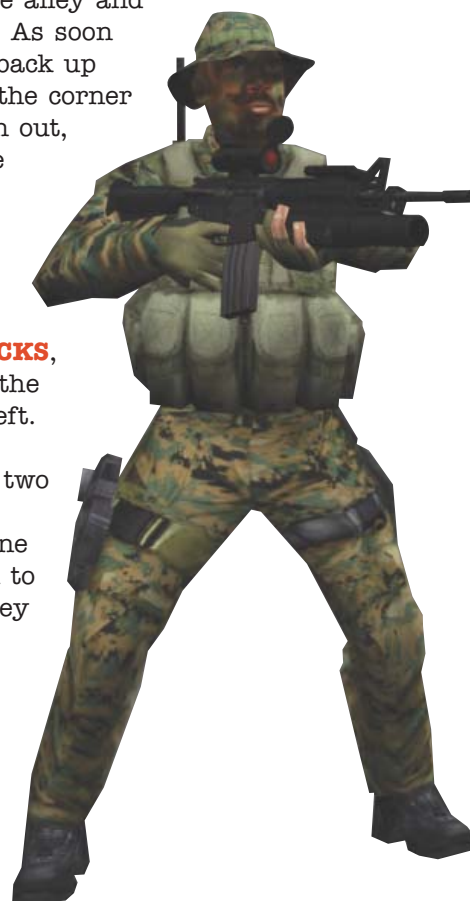
TIP

There are some Gas Canisters hidden behind the rubble on the clearing's right side. Shoot them to help make your job easier.

OBJECTIVES UPDATED: LOCATE TEAMMATES



Backtrack into the alley and watch for guards. As soon as they run out, back up and hide around the corner on the right. Lean out, mow down all the guards, and then make for the end of the alley. Walk into the building, grab the **AMMO** and two **LIFE PACKS**, then creep up to the doorway on the left. Lean through the door and cap the two guards on the ground and the one on the ledge. Run to the end of the alley to meet up with your men and complete the mission.



Mission 13: Sanctuary



The guards like to run behind these pillars. If you check a hiding spot but don't see a guard, look to see if he's switched pillars.



The inside of the Church contains lots of hiding places and uneven terrain. Fortunately, you don't spend much time in here.



The Church is your primary destination for this mission. It's also the site of one of the biggest firefights in the game.



There's a sniper on the roof at nearly every corner. Stay covered and aim high.

WEAPONS FOR THIS MISSION



MACHINE GUN:

Sub Machine Gun



SNIPER RIFLE:

Designated Marksman Rifle



HANDGUN:

9mm Handgun

OBJECTIVE: LOCATE THE CHURCH

Walk forward and take cover behind the corner of the wall on the left. Lean out and pop the guard in the doorway in front of you, then move up to the corner at the end of the hall on the right. Lean around the corner and take out the guard in the hole to the right. Check the room where he was for some **AMMO**, then head through the doorway on the right and up the stairs to the left.



There's a guard waiting immediately to the left of the stairs, so deal with him at close range. More guards run in at the end of the hall, but the rock on

the right makes excellent cover for dealing with them. When they're down, walk to the end of the hall, around the stairs to the right, then stop at the corner (near the Explosive Barrels). Lean around the corner and eliminate the guards hiding among the pillars at the end of the room. When the coast is clear, check the room on the left (with the fire) for a **LIFE PACK** and proceed through the open door.

Turn left and head to the next doorway. Edge through and plug the guard who runs in through the door on the right. Move into the room where the guard ran out,



grab the two **LIFE PACKS**, and make for the doorway on the left. Creep through the doorway, then back up and use the doorframe for cover as soon as the guards show up. Clear them all out, then move into the clearing to meet up with Mack. Mack runs ahead and takes on some guards himself. Use the corners of the walls as cover and follow him toward the Church.

OBJECTIVES UPDATED: COVER MACK



Run to the left and take cover behind the piece of wall near the entrance to the Church. Now you have to make a choice. While you cover Mack, an absurd number of guards run into the area. You can use the Emplaced Machine Gun on the right to mow them down quickly (and with no loss of Ammo), but you'll leave yourself uncovered and open to enemy fire. Or, stay hidden behind the wall and take out each guard one at a time. It's up to you if you want to take the fast way or the safe way. Regardless, the objective is the same: eliminate all the guards. When the area is finally clear, check the ground for **AMMO** and go back to grab any **LIFE PACKS** you haven't used yet. When you're ready, head into the Church.

OBJECTIVES UPDATED: LOCATE RUIZ



Stop inside the doorway and hide against the wall on the left. Aim around the corner, nail the two guards, then move to the opposite corner and shoot the guard who runs in from the other door. Then, lean around the corner and snipe the guard hiding behind the pew at the end of the room. Grab the **AMMO** and **LIFE PACK** in the left corner behind you, then go into the main room.

Mission 13: Sanctuary



Check the small room on the left for another **LIFE PACK**, then creep along the left wall until you see more guards run in at the end of the room. Take cover behind the pews to deal with them. When you drop enough of them, a cutscene starts.

After the cutscene ends, follow Mack into the hall behind you on the left. Take cover in the doorframe and help Mack put the guards down. Follow Mack outside, then take cover with him behind the piece of the wall. When the air strike has finished, lean around and nail the guards. Proceed along the right wall and stop in the small alcove near the stairs. Grab the **LIFE PACK** and use the wall as cover to pop the guards who run in from the right.



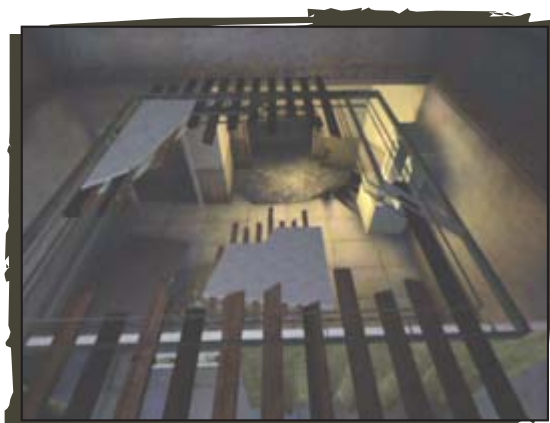
Walk to the edge of the stairs, equip your Sniper Rifle, lean to the left, and aim up to pick off the shooter on the roof. Follow Mack between the buildings until more guards appear at the end. There's another Emplaced Machine Gun at the beginning of this area, but you face the same dilemma as before if you choose to use it. Clear out the guards, then move forward to the next corner. Lean out and eliminate the guards on the roof, then pick up the **LIFE PACK** on the left and continue. Stop at the corner on the right and lean around to drop some more guards. There's another **LIFE PACK** to the left, so take it if you need it, then head into the clearing on the right.



When you enter the clearing, more guards appear (including a sniper on the roof). Back up and take cover behind the wall on the left to deal with them. Head toward the Hospital entrance, but hide on the right as soon as you see the guards. Exterminate them, then walk into the Hospital to complete the mission.



Mission 14: Too Little, Too Late



This place is, in fact, falling apart. Watch for guards to drop in through the ceiling and creep in through the holes in the walls.



You provide cover fire here with your Sniper Rifle (just like in Mission 11). Check the ground, windows, and ledges for targets.



These small rooms fit a lot of guards. Grenades come in handy here.



There is an unusually large number of **LIFE PACKS** in this mission. It is a hospital, after all.

60

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WEAPONS FOR THIS MISSION



MACHINE GUN:

Sub Machine Gun



SNIPER RIFLE:

Designated Marksman Rifle



HANDGUN:

9mm Handgun

Mission 14: Too Little, Too Late

OBJECTIVE: ELIMINATE THE SNIPER



Follow Mack around the corner, then head upstairs. After you reach the top, back up and take cover as guards run in. Eliminate them from the safety of the stairwell, then walk back up and check the room on the left for a **LIFE PACK**. Head to the other end of the hall and into the next room. When the ceiling starts to cave in, back up and take cover around the corner. Shoot the guard who runs over, then lean in and waste the other one on the floor above you.



Walk into the room and around the corner to the left, through the hole in the wall, and up the stairs. Hide along the left wall and lean around the corner to pop the guards, then move around the corner and take care of the other guards on the left. Walk forward and hide in the room on the right. Use the door as cover and plug the remaining guards in the room to the right. Head into the room, eliminate the guard on the right, then grab the **LIFE PACK** on the floor.



Move to the opposite end of the room and through the doorway on the left. Shoot the guard, then hide near the hole in the wall on the right. The guards have to crouch and walk slowly to get into the room, so they're easy targets. Proceed through the hole (you'll have to crouch, too) and up the stairs at the end. Move to the right corner and take cover. Several guards lurk in the hall to the right, so lean in and fire quickly. If you hear them throw a Grenade, back up to a safe distance and wait for it to go off before you return to your cover position.



After you've dispatched the guards in the hall, continue through the room to the doorway on the left. Lean in and cap the guard, then walk through the hole in the wall on the right. There's a **LIFE PACK** behind some boxes on the side of the hall, so pick it up, head around the corner, and hide behind the wall to the left. Lean out and drop the guard, then grab the **LIFE PACK** and creep up to the next corner. Aim into the room on the left and nail the guards. Walk into the room, but stay covered; there is another guard on the left that you couldn't see from your earlier position. Take him out, pick up the **LIFE PACK**, then sneak up to the door at the room's far right corner. Lean into the room and aim through the hole in the floor. Shoot the sniper (or the Gas Canister next to him) to complete the objective.

OBJECTIVES UPDATED: COVER YOUR TEAMMATES

Hop into the room below and grab the **LIFE PACKS** on the left. Take up the sniper's position and cover your men. Start by taking out the guards on the ground to the right, then on the left. Don't miss the shooters in the windows in the building directly across from you. More guards come in from the left, so bring them all down.



NOTE

The guards only pay attention to your teammates (who won't get hurt), so take your time and aim for headshots.

62

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OBJECTIVES UPDATED: RENDEZVOUS WITH TEAMMATES



Immediately switch back to your Machine Gun or Handgun, then turn around and watch the door behind you. Shoot the guard when he runs in, then

proceed through the door. When you clear the doorway, hang back and wait for a rocket to hit the wall, then hide behind the corner on the right and lean out to plug the guards in the hall. When they're down, head into the room, grab the **LIFE PACK**, and then walk through the door on the left. Creep up to the doorway on the right and lean in. Waste the guards, then enter the room (pick up the **LIFE PACK** on the right if you need it) and go through the door at the end.



Edge up to the doorway at the end of the hall and aim into the room. Take out the guard on the left first, then mow down all the guards who run in through the door on the right (shoot the Gas Canister in the middle of the room to help). Pick up the **LIFE PACK** behind you, then head into the room and pick up yet another **LIFE PACK** at the far end. Walk through the door and down the stairs. Plug the guard at the landing, then lean around the corner and aim down the stairs to take care of another guard in the far room.



Walk down to the end of the stairs, then lean around to the left and nail the two guards. Pass through the doorway on the right and through the hole in the wall. Eliminate the guards who run down the hall, then pick up the **LIFE PACKS** from behind the desks and walk into the hall. Go through the doorway and take cover at the edge of the wall on the right. Lean around the corner to pick off two guards, then look on the other side of the wall next to you for a third guard (as well as a **LIFE PACK**). Now that the coast is clear, check the floor for **AMMO** and jump through the hole in the corner. Walk to the end of the hall to finish the mission.

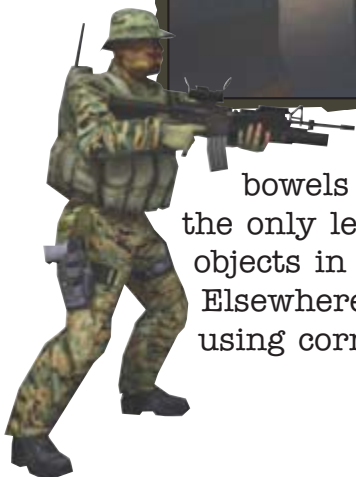
Mission 15: Overboard



When you're on the upper decks, the enemy can still attack you from the decks below. Check over the railings for guards.



The enemy waits at the tops of stairways. Creep up slowly and aim at the landing above.



This room in the bowels of the ship offers the only legitimate cover objects in the mission. Elsewhere, you're reduced to using corners and doorways.



There's little cover in these trenches, especially from attacks that come from the ledge above. Take out any guards on higher ground before moving on.

63

WEAPONS FOR THIS MISSION



MACHINE GUN:

Sub Machine Gun



SHOTGUN:

Assault Shotgun



HANDGUN:

9mm Handgun

OBJECTIVE: DEMOLISH THE SHIP'S RADIO

Walk around the ship's left side and through the door. Stroll to the end of the hall and open the door, then edge into the room and use the door as cover. Lean

around to the right to nail the guards (don't miss the one on the lower level to the left), then take out the last one to come through the door. Head through the door on the right, into the hall, and down the stairs. Grab the **LIFE PACK** on the left, then open the door and back up. Shoot the Explosive Barrel past the door to deal with the guard, then move up to the doorway and use it for cover.



Check the room the guard was in for a **LIFE PACK**, then lean out the door and shoot the guard at the left corner. Walk down the hall to the end and around the corner to the right for a **LIFE PACK**, then turn around and walk to the other end of the hall and up the stairs. Gun down two guards who run in front of you, then go left around the corner, blast the guard from behind, and set a SLAM Charge on the radio.

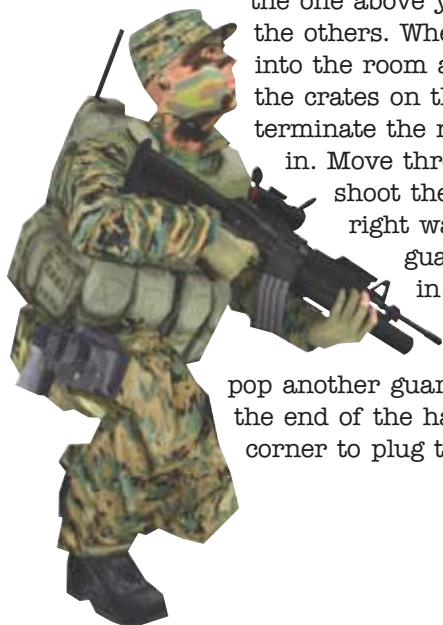
OBJECTIVES UPDATED: RENDEZVOUS WITH TEAMMATES



As soon as the radio blows, a guard busts through the door at the end of the hall. Take him down, then head through the door. Walk through the room and up the stairs, but stop before you reach the top. Aim up at the top of the stairs and nail the guard on the left. Go through the door on the right to meet up with your men.



There are guards on the left (behind the crates) and another above a hole in the ceiling. Take care of the one above you first, then deal with the others. When they're dead, move into the room and take cover behind the crates on the left. Lean right and terminate the next two guards who run in. Move through the crates and shoot the Explosive Barrel on the right wall to snuff another guard. Grab the **LIFE PACK** in the right corner, then walk to the doorway and lean through to pop another guard in the hall. Creep to the end of the hall and aim around the corner to plug the guard near the door.



OBJECTIVES UPDATED: LOCATE THE SHIP'S MANIFEST



Your teammates run down the stairs on the right, but don't follow them yet; this upper level makes a great spot for shooting all the guards on the deck below.

They run in from the left, so use your Handgun (and Grenades, if you want) to do them all in. When you see your men move forward, join them on the lower deck. Grab any **AMMO** that's on the ground, then walk through the door next to Gnucci to pick up a **LIFE PACK**.

Walk along the edge of the ship, pass Mack, and climb the ladder at the end. Walk forward, plug the guard who jumps onto the deck, and then make for the maze of crates on the left. Follow the crates to the clearing. Use the corner of the crate on the left for cover and eliminate the three guards. Head to the end of the clearing and around the corner to the left. Grab the **LIFE PACK** on the left (watch for the guard who jumps in), then drop down the hole at the edge of the ship.



When you start toward the end of the hall, a guard runs in. Don't shoot the Explosive Barrel or you'll take damage. Just cap the guard the old-fashioned way. Lean through the doorway and pop the guard below you, then creep down the stairs. Aim right and take care of the guard hiding behind the crate. Step through the doorway on the left, then back up when you see the guards. They both run right to the door, so use your Shotgun or melee

attack to drop them. Walk to the next doorway and shoot the guard at the end of the hall. Walk through the hall, turn left, and walk up the stairs. Open the door at the end of the hall and pop the guards. Walk through all the doors (there are no guards to deal with) until you reach a small room. Open the safe in the wall on the left to find the Manifest.

OBJECTIVES UPDATED: LOCATE THE HELICOPTER



Head back to the hall and nail the guard on the left, then walk through the door he opened. Creep up to the doorway and aim at the top of the stairs on

the right to drop the guard, then walk up the stairs and shoot the Explosive Barrel on the ledge in front of you. Continue up the stairs and take cover behind the crate on the right. Lean into the clearing and plug the guard, along with the one in the opening on the right. Check the opening for two **LIFE PACKS** and then use the boxes on the left to climb up to the ledge.



Creep to the side of the ledge and shoot the guard hiding in the crates on the left, then jump down to the deck and climb the next set of boxes to reach the spot

where the guard was hiding. Walk across the crates and drop down on the other side. Creep to the edge of the large crate in front of you, and wait for the guards to run out and start shooting. Aim up and drop the sniper on the roof, then head around to the left to meet up with your teammates and help them eliminate the guards. Walk around the crates to the left to get under the helicopter platform. There are many more guards to deal with here (as well as some Explosive Barrels to make your job easier). After you've killed enough of the guards, the mission will end.

Mission 16: Day to Day to Day



The enemy attacks as soon as you “land,” so take cover before you even think about fighting back.



On this balcony, the guards never stop coming. Keep advancing or you’ll be stuck in an endless battle.

66

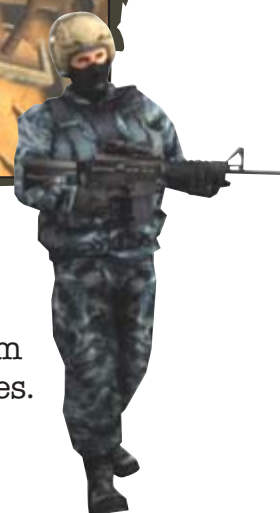
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Employing the Emplaced Machine Gun is quick but dangerous. Make use of it at your own risk.



This AA Gun site is even more dangerous than the ones in the previous missions. Guards attack from all sides, so stay on your toes.



WEAPONS FOR THIS MISSION



MACHINE GUN:

Burst Assault Rifle



MACHINE GUN:

Heavy Machine Gun



HANDGUN:

.44 Magnum

Mission 16: Day to Day to Day

OBJECTIVE: BREACH THE DOOR



Immediately run off the helicopter and hide behind the wall on the left. Wait until your men have disposed of the immediate threat, then move around the corner to the next wall. Lean around the corner and help your men deal with the guards. When there are no more to shoot, creep along the left wall and take cover in the opening on the left (grab the **LIFE PACK** if you need it). Lean out and shoot any remaining guards, then walk to the far corner and take cover with Gnucci behind the wall.



Pairs of guards run up and hide behind the wall next to you and the wall on the other side of the road. Take care of them all, then move to the corner of the wall next to you. Peek around the corner to nail the guard behind the car and the one in the balcony on the right. When all the guards are eliminated, head into the clearing and walk to the door at the far left (pick up the **LIFE PACK** on the left, too). Set a SLAM Charge on the door, then back up and take cover.

OBJECTIVES UPDATED: CLEAR THE BUILDING



Lean into the hallway (where you SLAMed the door) and mow down the three guards, then creep to the door and lean into the room to the right to eliminate the guard hiding behind the crates. Snatch the **LIFE PACK** from the small room behind the crates, then head around to the door on the right. Drop the guard in the doorway, then lean around to the right to nail another guard behind the boxes on the right. Walk up to the next doorway and drop the guard on the other side of the door and the one behind the crates to the right. Move up to the doorway and lean into the room to pop a guard on the left, then enter the room.

OBJECTIVES UPDATED: FIGHT OFF THE COUNTERATTACK

There are two **LIFE PACKS** in the room, but save them for later (unless you're already below 75 health). Start by leaning through the doorway on the left and aiming



at the room's far left corner to take out the guard using the Emplaced Machine Gun. Then, deal with any guards you see from your current vantage point. When there are no more guards in view, creep up to the corner. Once again, you can choose to take up position at the Emplaced Machine Gun to quickly mow down the guards (but face unguarded attack), or hide behind the corner of the wall and the pillars on the left to slowly but safely drop each guard one by one. When all the guards are down, go to the other end of the room.

OBJECTIVES UPDATED: LOCATE THE AA GUN



Check the room through the door on the left for three **LIFE PACKS**, then make for the opposite end of the room and climb the stairs. At the top, use the doorframe

as cover and plug the guards on the balcony to the right (an Explosive Barrel sits at the far end on the right). After you've taken care of all the guards who run in, step out onto the balcony to trigger more guards to emerge. Keep taking cover, blasting the new guards, and stepping out until no more guards appear.

Head around the balcony and take cover behind the corner of the wall on the right. Gun down the new pack of guards who rush in. When the stream of new guards slows to a trickle, continue around the balcony to the door at the end (cap any more guards who show up along the way). Grab the three **LIFE PACKS** next to the door, then head into the hallway and walk downstairs.



Gun down the guards who run through the door at the bottom of the stairs, then creep up to the doorway and lean around to the left to shoot the guards in the clearing. Head into the clearing and up to the corner on the right to find the AA Gun site. As always, the AA Gun has a slew of guards protecting it. Use the corner as cover until you've eliminated all the guards in the area (and the rest who run in). Move up near the AA Gun and cap the gunner himself.

OBJECTIVES UPDATED: FIGHT OFF THE COUNTERATTACK



Hide behind the wall on the left and mow down the guards who run in. Don't miss the ones behind you and the shooter high on the roof (also behind you).

OBJECTIVES UPDATED: DESTROY THE AA GUN

Move up behind the AA Gun and place a SLAM Charge. Take cover and wait to complete the mission.



Mission 17: A Road Less Traveled



This entire area is full of cover spots. Use the pillars, stairs, bed, and crates.



The enemy will use these windows as a convenient vantage point from which to fire on you. Follow suit.



As always, guards like to hide at the top of the stairs. Creep up slowly and aim for the landing.



A surprising number of guards fit into the weapons cache room. Clear it out completely before setting the SLAM.



69

WEAPONS FOR THIS MISSION



MACHINE GUN:

Burst Assault Rifle



MACHINE GUN:

Heavy Machine Gun



HANDGUN:

.44 Magnum

OBJECTIVE: CLEAR THE BUILDING

Walk through the doorway (grab the **LIFE PACK** if you need it) and into the hall.

Hide at the left corner and aim around it to drop the guards. Pop the Explosive Barrels on the landing in the distance on the right to deal with the guard who runs down the stairs. Creep left along the wall and use the pillars as cover to cap the guards who run in from the right. Continue along the wall into the opening on the left. Pop the guard who runs out of the room on the right, then check the ground near the door (and the room on the left) for a **LIFE PACK**.



Aim into the room on the right and shoot the guard, then move to the doorway at the other end and eliminate the guard crouched outside. Sneak along the wall on the left and again use the pillars as cover to deal with the guards who run in front of you. Aim through the debris in the room to the opposite corner and nail the guard manning the Emplaced Machine Gun. Continue past the stairs and up to the doorway at the end of the hall. Aim through the doorway and dispatch the guards in the room, then watch for more guards in the main room (past the stairs).



Head into the room and through the doorway at the end. Check the room on the left for a **LIFE PACK**, then hide behind the pillar on the left. Lean around the pillar

to shoot the guard in the window to the left, and take care of a guard on the balcony who has an RPG. Walk along the wall and check the small room to the left for another **LIFE PACK**. Continue along the wall toward

the stairs in the middle. Look behind the shelf in the room near the stairs for a **LIFE PACK**, and then climb the stairs to the landing. Nail the guards who run down the stairs, then ascend to the upper level.

Take cover in the top room and grab the **LIFE PACK** behind the shelves. Hide behind the edge of the doorway and pick off the guards on the right and left of the room in front of you (the guard on the left side has an RPG, so be careful). When the area is clear, move around to the left and pick up the **LIFE PACK** in the room to the left. Walk through the large doorway onto the ledge and quickly cap the guard who runs up from the left, and the one from the room behind you.



Creep left and aim through the opening in the wall to plug the guard, then search the room he was in for a **LIFE PACK**. Aim through the opening and pop the RPG-carrying guard who's in the main room to the right. When it's safe, proceed along the ledge to the room at the far corner. Step inside, nail the two guards in the doorway to the left, then turn around and watch for another guard to come running through the door where you came in. Walk through the doorways until you reach a room with a **LIFE PACK**, some **AMMO** on the ground, and a red SLAM icon.

OBJECTIVES UPDATED: DESTROY THE WEAPONS CACHE

Set a SLAM Charge at the icon, then take cover in the room to the right. After the SLAM has gone off, head through the new hole in the wall and into the hall to the right to finish the mission.



Mission 18: Two Weak Evils



This alley is less dangerous than it looks. Use the explosive objects on the side to quickly thin the herd.



The first AV is easy to take down from behind these crates. The second...



Dealing with the Armored Vehicles that have pinned down your teammates is your primary objective in this mission.



...doesn't even require you to hide at all. Piece of cake.



WEAPONS FOR THIS MISSION



MACHINE GUN:

Burst Assault Rifle



MACHINE GUN:

Heavy Machine Gun



HANDGUN:

.44 Magnum



OBJECTIVE: RENDEZVOUS WITH TEAMMATES



Walk through the doorway and hide behind the corner of the wall on the left. Lean around and dispatch the guards on the right and left of the alley. Creep along the wall on the left and peek around the crate to plug another guard at the end. Continue along the wall to the corner. Aim right and mow down the guards who run down the alley (blast the Explosive Barrel and Gas Canisters to help). A guard at the far end carries an RPG. When you see the rocket coming toward you, run back to the right until the explosion has passed, then run back over and aim down the alley to pop him.



Head through the alley and along the ledge until you see guards in the distance on the right. Take cover in the opening on the left and lean out to nail the guard running toward you, and the one at the Emplaced Machine Gun. Continue along the ledge, grabbing the two **LIFE PACKS** in the left opening, to the stairs down (take two more **LIFE PACKS** near the Emplaced Machine Gun to the left). Walk downstairs and cap the guards in the left alley.



Walk toward the alley, grab the **LIFE PACK** on the left (if you need it), then take out the two guards on the balcony at the end. Pick up the Rocket Launcher from the wall on the left. You can't get a good shot at the AV from here (and you can't climb back up the way you came), so switch back to a normal weapon and move into the alley. Take cover in the opening on the right and gun down the three guards who run in. When they're down, walk to the end of the alley and hide behind the crates on the right.

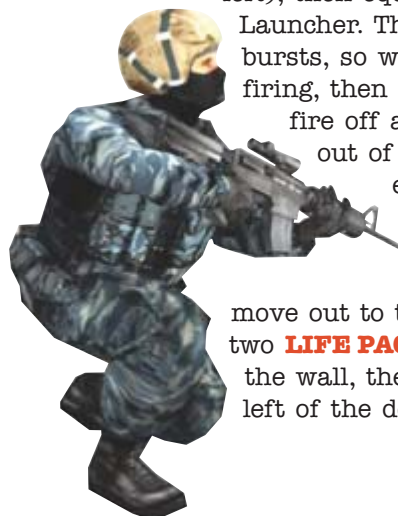
OBJECTIVES UPDATED: DESTROY THE ARMORED VEHICLE



The crates will protect you from the AV, but not from the guard who runs up on the left. Take him down (along with the shooter on the balcony to the left), then equip the Rocket

Launcher. The tank fires in bursts, so wait for it to stop firing, then quickly lean out and fire off a rocket. If you run out of Ammo, grab the extra rockets to your right and keep firing. When you've destroyed the AV,

move out to the left and snag the two **LIFE PACKS** in the opening in the wall, then creep along to the left of the destroyed AV.



Mission 18: Two Weak Evils

OBJECTIVES UPDATED: DESTROY THE SECOND ARMORED VEHICLE



Before you take on the second AV, back up to your previous hiding place behind the crates and eliminate any guards who have appeared. When the area is clear, creep left until you see the tip of the AV sticking out past the corner of the building at the end of the alley (on the right). Fire the Rocket Launcher from here to easily destroy the AV without taking any damage. Pick up any **LIFE PACKS** you haven't used (and grab some more rockets), then walk through the alley, past the second destroyed AV (nab the **LIFE PACK** from the opening on the left), and meet up with your squad at the end.

OBJECTIVES UPDATED: DESTROY THE WEAPONS CACHE



Find the flashing red SLAM icon in front of you, set the charge, and then take cover with Mack behind the car. Several guards run in from the left, so help your men put them down. When your men move forward, follow them and continue shooting the guards. When the guards are toast, follow Mack around the corner to the door on the left. Walk through the door to finish the mission.



Mission 19: Vicious Circle



Pillars lining the sides of the street make excellent cover.



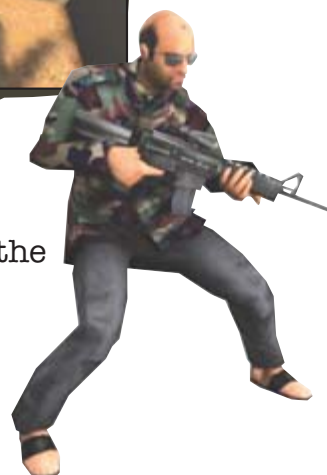
You should know by now what to do when you find an Emplaced Machine Gun. Will you be brazen or cautious?



Most of the threat in this mission comes from guards on the balcony. Even when you're on the same level, scan all the corners for the enemy.



Once you reach the middle of the street, guards attack from the balcony on all sides. Use the wall edges as cover.



WEAPONS FOR THIS MISSION



MACHINE GUN:

Burst Assault Rifle



MACHINE GUN:

Heavy Machine Gun



HANDGUN:

.44 Magnum

Mission 19: Vicious Circle



OBJECTIVE: FOLLOW RUIZ



Make your way through the hall until you see Ruiz at the door. Pick up the Napalm Launcher and take cover to the right of the doorway. Help Ruiz mow down all the guards who run in on the ground and the ones on the balcony (watch for your crosshairs to turn red to help spot the ones hidden behind the banister). When you're done, move into the room and hide behind the pillar on the right. Plug any remaining guards, then grab the **LIFE PACK** from the room on the right and follow Ruiz (there's another **LIFE PACK** in the room next to him).

NOTE

You don't need the Napalm Launcher for any specific objective in this mission, so use it on the guards whenever you want. There's very little Ammo for the weapon, though, so make every shot count.



Follow Ruiz through the hall to the top of the stairs. Let him run in, but walk back around the corner for protection as a guard fires an RPG at the top of the stairs. After the explosion, head back up and nail the guard who fired at you. Run through the doorway and get behind the pillar on the right. Lean out and cap the guard at the Emplaced Machine Gun across the room, then enter the room on the left to meet up with Ruiz.

OBJECTIVES UPDATED: STOP THE COUNTERATTACK

75



Open the door next to Ruiz, and then take cover along the wall. Lean into the doorway and eliminate all the guards inside. Step into the room and pick up the **AMMO** and **LIFE PACK** on the table next to poor Gehri, then continue after Ruiz. Walk into the hall on the left and follow Clark into the room with the Emplaced Machine Gun. This situation should be familiar by now. You have a lot of guards to take down and a stationary gun available. Mow down the guards while taking fire, or hide in the room and use your standard loadout to deal with the guards one at a time. When you've vanquished them all, follow Clark down the stairs on the left.

OBJECTIVES UPDATED: BREACH THE WALL



Grab the **LIFE PACK** on the table and the **AMMO** and **LIFE PACK** outside, then take cover behind the walls and deal with the guards on the balcony. Shooters surround you, so check every side. Once Ruiz blows the wall with the SLAM Charge, follow him through the hole, grab the **LIFE PACK**, then pass through the doorway and into the room on the right to take cover (and find another **LIFE PACK**).



Aim through the doorway and window to deal with the guards out in the street (and on the balcony). After you've eliminated the immediate threat, move into the street and hide behind the pillar to take on the new set of guards who run in. When the coast is clear, head to the end of the street and walk through the doorway into the hall. Creep upstairs to the second landing. Lean around the corner and gun down the guards. Then, climb onto the ledge and check the rooms on the left for **LIFE PACKS**. Make your way around the ledge to the room at the end and pop the guard at the bottom of the stairs on the left. Walk downstairs to complete the mission.



Mission 20: Beginning of the End



In addition to the windows and balconies, scaffolding provides the enemy with a new vantage point for attack.



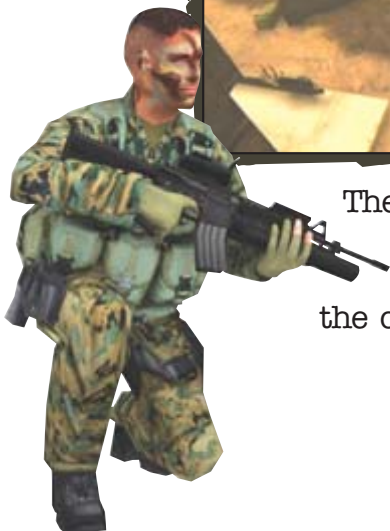
...you'll have to use your Rocket Launcher to blow them away.



The first tank requires only a SLAM Charge to destroy. As for the other two...



At the end of the mission, all the guards in the windows (and on the roof) have RPGs. Take them out first.



WEAPONS FOR THIS MISSION



MACHINE GUN:
Burst Assault Rifle



MACHINE GUN:
Heavy Machine Gun



HANDGUN:
.44 Magnum

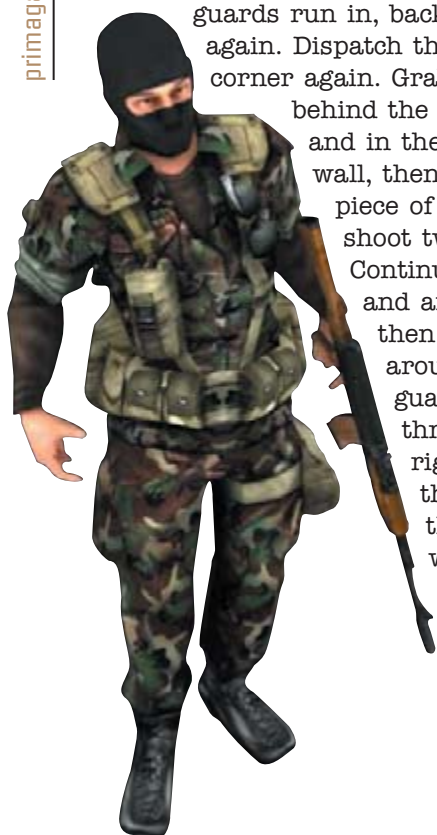
OBJECTIVE: CLEAR THE STREET

Walk downstairs to the doorway. Guards appear in the street, so use the stairwell for protection and aim into the street to take care of them (note the shooter on the balcony high above you, on the right). Head through the doorway, but immediately aim right and deal with the guard hiding behind the dumpster. Take cover behind the piece of wall on the left and lean out to down more guards who appear. Move up to the next piece of wall and aim around to the left and up to nail a guard on the scaffolding above you.



Creep around the corner to the left. When more guards run in, back up behind the wall again. Dispatch the guards and turn the corner again. Grab the **LIFE PACKS** behind the dumpster on the right and in the small room in the right wall, then take cover behind the piece of wall and aim around to shoot two more guards.

Continue through the street and around the right corner, then immediately turn around and gun down the guards who just ran through the door on the right. When the tank busts through the wall, hide in the room on the right where the guards were (it holds a **LIFE PACK**).



OBJECTIVES UPDATED: DESTROY THE TANK

Two guards protect the tank, so lean through the doorway and pop them. Then, find the SLAM Charge icon on the tank and set the charge. Go back to the room you were just in to take cover.



OBJECTIVES UPDATED: RENDEZVOUS WITH RUIZ



A guard lurks behind the destroyed tank, so cap him, then move past the tank and shoot the guard in the window on the left side of the street. Check the room

where he was for a **LIFE PACK**, then sneak through the doorway and hide behind the dumpster on the left. Lean out and nail the guard in the window at the end first, then dispatch the other guards in the street. When the area is clear, walk around the corner to the left to grab a **LIFE PACK** (there's another in the room to the right), then head through the arches and down the street.

Take cover behind the shack on the left and lean around to deal with the guards hiding behind the cars. When they're down, walk through the door on the left and up the stairs. Continue through the rooms at the top to find Ruiz.



Mission 20: Beginning of the End

OBJECTIVES UPDATED: DESTROY THE SECOND TANK



Pick up the Rocket Launcher and follow Ruiz around the corner. He'll handle the guards outside, so continue through the hall to the right until you reach the

room with the window on the right. You can fire the Rocket Launcher through the window, but the tank can shoot you, too. Back up and listen for the tank to fire. Get a feel for the timing, then equip the Rocket Launcher and fire through the window at the tank between its shots. After each rocket, back up and wait for the tank to shoot again.

OBJECTIVES UPDATED: DESTROY THE THIRD TANK

Follow Ruiz down the stairs to the left. Nail the guard on the balcony above the stairs, then continue down. Go into the street and check the



corner on the right (beneath the scaffolding) for a **LIFE PACK** and some **AMMO**, then head toward the far left corner. When you get to the dumpster, a guard on the roof in the distance fires an RPG your way. Back up and take cover around the corner, then lean around (after the rocket has blown up) and take him down. More guards run in, so stay behind your cover and lean out to eliminate them all (there are also guards on the balcony around the corner to the right).



Continue into the street and check behind the dumpster in the right corner for a **LIFE PACK** and **AMMO**, then head toward the left corner. Ignore the tank coming toward you for the moment and walk inside the small room on the left for some



ROCKET LAUNCHER AMMO and another **LIFE PACK**. Now that you've stocked up, edge around to the corner and eliminate the guards protecting the tank. Then, equip the Rocket Launcher to destroy the tank just like before (alternate between hiding and firing between tank shots).

OBJECTIVES UPDATED: FOLLOW VLADI

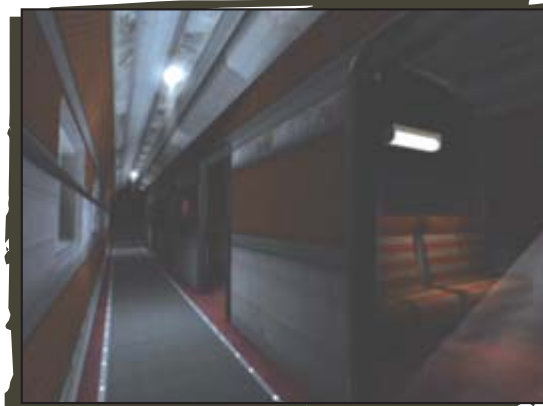


Walk around the corner and past the demolished tank, then head into the room on the left. Grab the two **LIFE PACKS** in the right corner (behind the crates), then continue through the rooms until you reach the street again. There are guards in the area, so stay in the doorway and eliminate them all. Make it your first priority to take care of the RPG guards on the balcony in the distance (on the left and right). When the area is secure, head into the street and check each corner for **LIFE PACKS**. Then, make your way to the other end of the street (through the maze of cars) and get behind the dumpster to pop the guards who run in through the door in front of you. Move around to the other side of the dumpster and aim up to the right to drop the shooter on the roof. Pass through the door and go down the hall to complete the mission.

Mission 21: In Sheep's Clothing



The first few cars you pass through are full of crates and shelves you can use as cover.



In the passenger cars, hide in the side rooms and wait for guards to run up to the door. They're just asking for it.



Clear each room out completely before looking for a Bomb. Fortunately, disarming a Bomb won't trigger any new guards.



At the end of the mission, flip all four of these switches to slow the train.



WEAPONS FOR THIS MISSION



MACHINE GUN:

PDW 9



MACHINE GUN:

PDW 4.6P



SHOTGUN:

Double-Barreled Shotgun

Mission 21: In Sheep's Clothing

OBJECTIVE: DEFUSE THE BOMBS



Grab the **LIFE PACK** on your right if you need it, then walk through the door in front of you. Hide behind the boxes on the left and lean around to the

right to mow down the guards. Then, head to the end of the hall and walk through the door. Pick up the **LIFE PACK** on the wall to the right, then open the next door and take cover behind the shelf on the right. Cap the two guards, then walk through the shelves and pop the guard who jumps in front of you. Creep through the shelves and hide behind the boxes on the right. Lean left and aim between the crates to nail two guards. When the coast is clear, move up to the Bomb on the crate and hold the Action button to disarm it.

OBJECTIVES UPDATED: FIVE BOMBS REMAINING



Pass through the next door, but immediately turn around and walk back into the previous room. Wait for the Flash Bang to go off, then turn around and aim through the doorway to plug both guards. When they're down, head back through the small room (pick up the **LIFE PACK** on the right) and through the next door. Hide behind the crates on the left and dispose of the guards, then walk to the end of the hall and open the door. There's another **LIFE PACK** on the right, so snag it if you need it, then open the door. Run into the room and hide behind the crates on the right. Lean left to nail the guards. You can tell if there are any guards left by watching for their laser sights to move. When they're down, hop over the cabinet and move to the end of the room, then disarm the Bomb on the crate to the left.

OBJECTIVES UPDATED: FOUR BOMBS REMAINING

Walk through the door at the end of the room (as usual, a **LIFE PACK** hangs on the right wall) and open the next door. There are guards in the room, so back



up and take cover to the right. Wait for them to open the door, then use your Shotgun to blast them at close range. Next, head into the room and hide behind the crates on the left. Lean out and cap the two guards at the other end. Walk to the spot where the guards were hiding and watch for one last guard to knock over a shelf to your left. Nail him before he shoots at you, then jump over the shelf and disarm the Bomb on the crate.

OBJECTIVES UPDATED: THREE BOMBS REMAINING



Proceed through the door and check for a **LIFE PACK** on the right, then open the next door. There's no chance to duck for cover, so use your Shotgun to blow away the

two guards before they do much damage. There is another **LIFE PACK** on the right, so taking a few hits isn't a problem. When you move toward the other end of the room, two more guards run through the door and push a crate your way. How convenient!

Use it for protection and drop them.





Pass through the next two doors to get to a glass door. Grab the **LIFE PACK** on the right wall, then open the glass door and plug the guard on the left. Sneak into

the room and duck behind the computer on the right (nab the **LIFE PACK** behind you, if you need it). Lean left and drop the guard, then move to the next computer and lean around to shoot the last one. Now that it's safe, disarm the Bomb on the wall to the left.

OBJECTIVES UPDATED: TWO BOMBS REMAINING

Walk through the next two rooms to reach another glass door. This one, however, is locked. Return to the computer room and use the first console on the left to



unlock the door. Walk back to the now-open glass door, pop the guard on the right, then head up to the wall in the middle and lean around to the right to deal with two more guards. Then, disarm the Bomb on the left-hand wall.

OBJECTIVES UPDATED: ONE BOMB REMAINING

Pick up the **LIFE PACK** from the corner of the right wall, then head through the door. Equip your Shotgun and get ready for some close-quarters fighting. As



soon as you enter the room, one guard runs up on the left. Blast him, then lean around the corner to shoot another guard. Creep to the next corner and lean right to nail another one. Take cover in the room and aim at the door to pop a guard who runs up, then lean out the door and aim right to pop the last one. Head back into the hall and check the next room on the right for a **LIFE PACK**, then walk through the door at the hall's end.



Grab the **LIFE PACK** on the left, then open the next door. Take cover to the left and turn to your right to blast the guard who appears. Run around the corner and into the first room on the left. Wait for a guard to show up at the doorway; cap him. Lean out to the left to get the guards' attention, then duck back into the room to wait for them to show up at the doorway. When they do, take them down. Then, head to the end of the hall (look for a **LIFE PACK** on the left) and through the door. Open the next door and take cover to the left of the doorway. Nail the guard who runs into the room with you, then lean through the doorway to eliminate the others inside. Creep into the room and hide behind the seats. Dispatch the remaining guards, then make for the end of the hall to disarm the last Bomb.

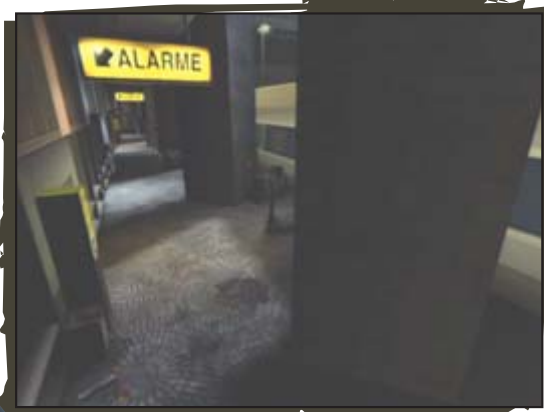
OBJECTIVES UPDATED: SLOW DOWN THE TRAIN



Backtrack to the nearest computer room. You won't encounter any guards on the way, so run at full speed. When you reach the computer room, activate

all four emergency brake switches on the left wall. Then, climb the ladder in the middle of the room to complete the mission.

Mission 22: Keep Your Friends Closer



Making it to the end of the platform is your goal. Use the pillars on the right as cover, and take your time.



The later subway platforms have more guards and less cover. The walls around the seats will keep you safest.



The subway trains can do you in faster than a whole team of enemy guards. Quickly move between the gaps after the trains pass.



The guards may be hiding behind the gates, but you can shoot right through. The Grenade Launcher's explosion can also damage guards on the other side.



WEAPONS FOR THIS MISSION



MACHINE GUN:

PDW 9



MACHINE GUN:

PDW 4.6P



GRENADE LAUNCHER:

M691

OBJECTIVE: RENDEZVOUS WITH RAID TEAM



You may not have Mack, Gnucci, and Ruiz to back you up anymore, but this new team is just as trustworthy. Let your men advance and attack the guards while you take cover behind the pillar on the right. Lean out and help them, then move to the next pillar after the guards are down. Lean around again and deal with the new group of guards hiding behind the crate ahead of you. Check the room through the door on the left for a **LIFE PACK** and keep advancing. Walk around the pillars on the right and check the next door for another **LIFE PACK**. Continue along the path until you pass the crate on the right. More guards run in at the end of the platform, so get behind the pillar on your right. Pop the guards, then check the room on the left for another **LIFE PACK** and continue forward. When you reach the Access Tunnel Door, wait for your teammate to unlock it, then head into the hall.

OBJECTIVES UPDATED: RENDEZVOUS WITH SECOND RAID TEAM

Run to the end of the hall and lean around the right corner to nail the two guards. Continue through the hall to the subway tunnel. Watch the trains drive by until you have a feel for the timing. As soon as the first train is out of the way, run across the tracks to the middle of the tunnel. After the train has passed again, run around the pillar on your right to the next gap. If the second train is not already next to you, lean left and cap the guard who runs through the hall on the left. If the train is coming, it will take care of him for you.



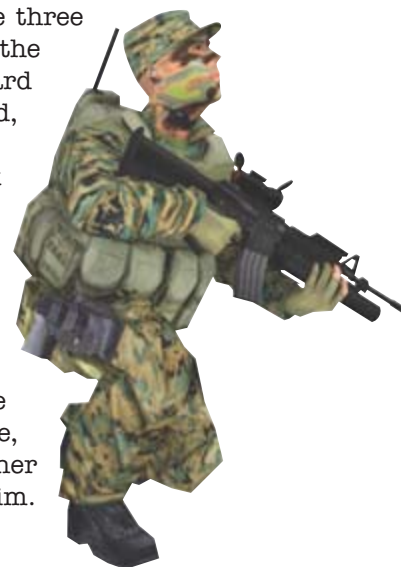
Keep moving around the pillars on the right until you have a straight view of the next hall. Wait for the second train to pass, then run across the tracks into

the hall. Dispatch the guard who runs around the corner, then walk through the hall to the door at the end. Open the door and enter the room. Grab the two **LIFE PACKS** on the right, then open the next door and head into the tunnel to meet up with the RAID team.

OBJECTIVES UPDATED: SEIZE THE SUBWAY PLATFORM



Shoot the guard at the end of the platform, then move forward and nail the other on the left. Take cover behind the walls on the right and aim at the stairs at the far end of the platform. Eliminate the three guards who run down the stairs, then edge forward and plug the last guard, who busts through the door on the left. Check the room where the guard was for a **LIFE PACK**, then walk all the way to the end, to the left of the stairs. Another guard runs down the stairs, but he can't hit you from here, so aim around the corner of the stairs to drop him.



Mission 22: Keep Your Friends Closer



Ascend the stairs and enter the hall. As soon as you see the guards at the corner, back up and take cover behind the corner of the wall on the right. Lean around to deal with the guards, then creep to the end of the hall and take cover at the next corner. Lean around and aim down the stairs to nail the guards, then descend the stairs and go around to the left to find a room with a **LIFE PACK**. Head back out and past the stairs, then get behind the wall on the right to mow down several more guards who run in at the platform's end. Make for the end of the platform, but stop before you reach the door and duck behind the computer on the left. Lean right and cap the three guards, then walk into the room.

OBJECTIVES UPDATED: LOCATE THE SECOND SUBWAY PLATFORM



Head left and stop at the corner on the end. Lean around to the left to gun down the guards in the hall, then grab the **LIFE PACK** in the small room to the right. Walk to the next corner and shoot the guard who runs down the stairs. Lean around to the right to nail the other guards waiting at the top. Check the small room in the left corner for a **LIFE PACK**, then climb the stairs. Edge around the corner to the left, then duck behind the wall when the guards appear. Take them out from here, and advance to the end of the hall. Walk into the hall on the right (where you see the red light). Mow down the two guards who run around the right corner, then proceed to the end of the hall and through the door.

OBJECTIVES UPDATED: CLEAR THE SUBWAY STATION



Pick up the two **LIFE PACKS**, then follow the RAID team member through the door on the left. Take cover to the left with your teammate and cap all the guards on the right of the platform (including the one on top of the train). Continue forward and plug the guard who runs out of the left-hand door, then head up the stairs. As soon as you start to climb, two guards race around the corner. Gun them both down before they have a chance to fire, and proceed up the stairs and around the corner. At the end of the hall, lean around the corner and aim down to the platform to take on more guards. The Grenade Launcher works wonders here.

Climb down the stairs and check the room around the left corner for a **LIFE PACK**, then join your team past the stairs. Hug the left wall and proceed until two guards bust



through the door on the left. Eliminate them, then continue forward until several more guards hurry in at the end of the platform. Back up behind the wall on the left to deal with them. Check the room through the door on the left for two **LIFE PACKS** and advance to the end of the platform.

OBJECTIVES UPDATED: LOCATE THE EXIT



Creep around the corner and cap the guard at the top of the stairs (on the right). Climb the stairs and check the corner on the left for a **LIFE PACK**, then head up the left set of stairs. Peek around to the left and pop the guard at the opposite corner, then nail the other guard who runs through the door on the left. Check the room past that door for a **LIFE PACK**, then turn the corner and climb the stairs to meet up with more RAID members.



Aim around to the left and up the stairs to attack the guards at the top. Again, the Grenade Launcher works well. When you've killed enough of the guards, the gate rises. Check the area in the middle of the platform for two **LIFE PACKS** and some **AMMO**, then head up the stairs and down the hall to the left. Walk up the stairs at the end to finish the mission.



Mission 23: Above It All



Several snipers lurk in this area, so stay covered. When you hear them fire, lean out and attack while they reload.



Crawl along the rooftops here instead of running. Falling from this height would sting.

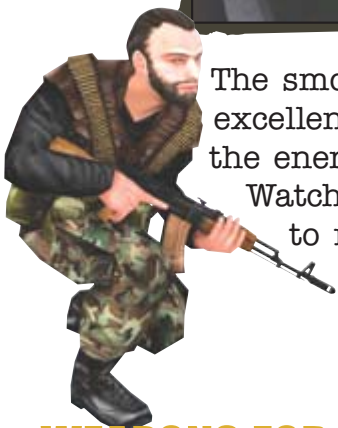


The smokestacks make excellent cover. Unfortunately, the enemy knows this, too.

Watch for their laser sights to reveal their locations.



The path from the roof to the ground is precarious. Take your time and crawl.



87

WEAPONS FOR THIS MISSION



MACHINE GUN:

PDW 9



MACHINE GUN:

PDW 4.6P



SNIPER RIFLE:

Designated
Marksman Rifle

OBJECTIVE: CLEAR THE STREET



Follow your men up the stairs and hide behind the partition. Lean around to the right and drop the guards in the street. Move to the end of the street, but back up and take cover when the guard fires an RPG your way. After the blast, aim right around the corner to deal with the guard in the window on the left and the others in the street (there's an Explosive Barrel at the end). Head around the corner and to the end of the street. Duck behind the dumpster on the left and lean right to cap the four guards who come through the doorway on the right. Check the room to the left for a **LIFE PACK** and pass through the doorway on the right (where the guards were). Lean around the corner and cap the guard on the left, then continue along the street.

OBJECTIVES UPDATED: LOCATE THE ROOFTOP ACCESS

Check the room on the left for a **LIFE PACK**, then head to the door on the right. When the guards appear, back up and take cover behind the wall on the right. Lean into the doorway and deal with the guards. Don't miss the one on the rooftop in front of you. One guard perches on the scaffolding in the room (you can't see him from the doorway). Edge into the room and aim up to the right. Wait for him to fire, then run out and look up until you get a clean shot. Grab a **LIFE PACK** from under the scaffolding and another from in front of the door in the right corner.



Climb the ladder on the left to reach the ledge. Pick up one more **LIFE PACK** to the right (if you need it), then walk across the ladder to the window on the

other side of the street. Walk across the board on the left and watch for the door to open in the opposite corner. Nail the two guards who run out, then head for the door. Lean through the doorway and pop the two guards, then snag the **LIFE PACK** and walk up the stairs on the left to the door.

WARNING!

Crouch while walking across the boards to avoid falling off.

OBJECTIVES UPDATED: CLEAR THE ROOFTOPS

Open the door and pop the guard on the roof to the left, then peek all the way around the corner on the left to cap two more guards. Walk around the



corner and past the smokestack, then back up and take cover when the guards appear. Use the smokestack and vents as cover to deal with the guards, then walk to the edge of the roof and drop into the alley. Look for a **LIFE PACK** on the left, then head to the right corner and crawl up the board. Immediately aim right and plug the guard who runs around the corner. Walk around the corner and drop onto the next roof. Use the first smokestack on your left as cover and lean out to deal with the guards in front of you and on the left.

Mission 23: Above It All



Move toward the left corner, but stay covered behind the smokestacks as other guards appear. Descend the ramp, pick up the **LIFE PACK** on the right, then go

left (toward the red light) and peek around the corner to pop the guard. Walk to the end of the hall and turn right, then creep to the next corner and aim around to the left to dispatch two more guards. Sneak around the corner and aim up to nail another guard above you on the right. Head to the edge of the windows (toward the red light) and peek around the corner to pop the guard running at you. Creep to the next corner and aim right to dispatch yet another guard at the far corner. Pick up the **LIFE PACK** and walk to the corner.



Aim left around the corner to cap the guard, then sneak to the next corner on the left and peek around to deal with two more guards at the end. Hop

over the wall and walk across the pipes to the left. Creep around the right corner and shoot the guard on the roof to the right. Crawl along the roof to the right to grab a **LIFE PACK**, then follow the roof around to the right to the next corner (near the bright white lights). Edge up to the corner on the left and lean around to nail the guard hiding on the right and the sniper on the roof to the left.



Move to the next corner on the right and pop the guard on the other side. Aim left and watch for two new guards to run in from behind the pillars. When

the coast is clear, check the far left corner for a **LIFE PACK**, then head to the next corner on the right. Grab the **LIFE PACK**, then turn around and head straight to the white shed. An explosion knocks over an electrical pole on your left just as a guard runs in from the right of the shed. Put him down, then edge around the shed's left corner and pop the guard hiding on the other side.



Pick up the **LIFE PACK** on the opposite side of the shed (where the guard was hiding), then aim down to the lower level of the roof to nail two more

guards hiding behind the walls (one each on the left and right). Walk up to the roof's left edge and dispose of the guard on the roof to the left and the other below you to the left. Crawl across the downed power pole to reach the lower ledge (and a **LIFE PACK**). Walk to the right and across the ladder to the roof on the right. Head to the left edge and hop over the wall onto the scaffolding. Check the greenhouse on the left for a **LIFE PACK**, then climb down the stairs under the white light.

As soon as you reach the bottom corner of the stairs, aim left to plug two guards, then move to the next corner and aim around to the left to deal with three

more. Continue down the stairs into the alley. Pass the scaffolding on the left and then round the corner to the street to complete the mission.



Mission 24: Best Served Cold



The colored booths are one of the enemy's favorite places to hide. Clear out these areas before moving on.



Several guards lurk in this tiny snack bar.



The fence won't keep you completely safe, but the guards have a hard time shooting through it. You, however, can use your Sniper Rifle to nail them with ease.



This corner hosts another of the game's largest battles. Don't advance until you have eliminated every guard.



WEAPONS FOR THIS MISSION



MACHINE GUN:

PDW 9



SNIPER RIFLE:

Designated Marksman Rifle



HANDGUN:

45ACP Handgun

Mission 24: Best Served Cold

OBJECTIVE: FOLLOW KATE



Creep up to the first corner in front of you (on the left) and lean out to cap the guard on the far left. Move up to the next corner, look around to the left, and nail the guard hiding behind the booth. Inch forward until more guards run in from the right, then retreat to your previous hiding spot and mow them all down. Walk around the wall to the right, shoot the guard, and then grab the **LIFE PACK** on the railing. Check the railing at the opposite end for another **LIFE PACK** (and around the corner for yet another), then ascend the stairs to the right.



Before going any farther, equip your Sniper Rifle to drop the guard patrolling on the ledge to the far left. Continue onto the ledge and up to the corner on the right. Pop the guard who runs around from the right, then snipe the other guard hiding on the lower level (next to the dumpster). A third guard races up to you, so drop him, then proceed along the ledge. When you pass the dumpster, more guards appear, including a shooter on the roof to the right. Deal with him by backing up and taking cover behind the fence, then using your Sniper Rifle to zoom in and plug him through the fence holes.



When all the guards are dead, head to the end of the ledge and downstairs to the lower level. Grab the **LIFE PACK** in the far left corner, then move left and hug the railing as you go forward. Hide behind the dumpster and pop the guards on the left and the one to the right. Make for the doors at the end and pick up the **LIFE PACK** on the wall. Look right to dispatch two more guards running down from the upper level. Continue around to the left, where another **LIFE PACK** hangs on the wall, then climb the stairs to the upper level.

OBJECTIVES UPDATED: LOCATE ELEVATOR



Walk around to the right until you reach a small wall. Wait for guards to run around the corner from the right, then drop each one. Peek around the corner and nail

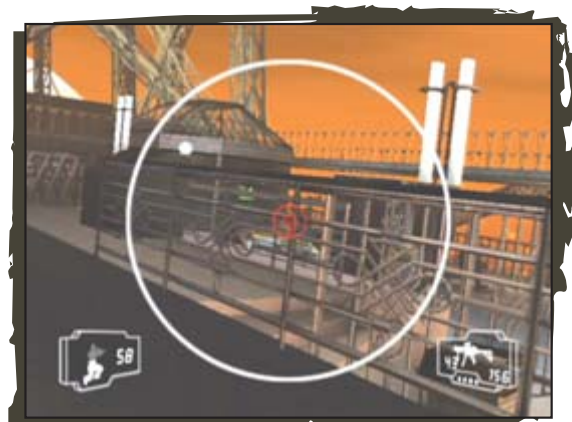
the guard in the window, then creep forward and eliminate the guards on the lower level. Climb down the stairs and head toward the elevators on the right. Quickly take cover behind the right wall as the elevator doors open and two guards run out. Take care of the guards, then nab the two **LIFE PACKS** and walk back to the hallway near the stairs. Sneak up to the corner on the left and lean around to plug the guard, then stroll around to the left and unhook the **LIFE PACK** from the wall (if you need it).



Crawl forward and cap the guard hiding behind the crates at the far right. Creep up to the next corner and lean around to deal with the guards hiding in the snack bar. After you've dropped them all, grab the **LIFE PACKS** from both sides of the left wall, then plug the guard through the fence on the left. Press the button on the left to open the fence, then take cover behind the crates on the right before two guards run up from the left. Pop both of them, then walk around to the right fence and aim at the red booth at the far end of the hall.



Equip your Sniper Rifle and nail the guard hiding behind the red booth. Several more guards come in to take his place, one at a time. Snipe each one in turn, then pick off the guard lurking in the dumpster to the booth's right. Follow the railing on the right to the dumpster near the booth. Nail the guard who appears from the left, then turn around and do in another who shows up near your earlier sniping spot. Check the railing past the red booth for a **LIFE PACK**, then turn around and head to the right corner. Walk all the way to the right to grab another **LIFE PACK**, then go up the stairs to the upper level.



Cap the guard who runs around the corner, then use your Sniper Rifle to zoom in and pop the guard through the fence in the distance. Move up to the corner of the wall (under the green sign) and lean right to eliminate the guards on the lower level. When all the guards are finally dispatched, head down to the lower level, search the area for two **LIFE PACKS**, then head down the hall to the right to find the elevator. Press the button to the left of the elevator door, then gun down the two guards who come out. Walk into the elevator to finish the mission.



Mission 25: The End Crowns All



There aren't many guards out on the ledges, but you still need to be careful. Use the corners as cover.



Almost there. You'll face your last few guards at the top of these stairs.



The computer room hosts the only sizable guard shootout in the mission. Also, you end up here if you fall through the roof during the helicopter fight.



Here you fight your final battle against Kate. The area between the center pole and the doors is your primary cover spot.

WEAPONS FOR THIS MISSION



MACHINE GUN:
PDW 9



HANDGUN:
45ACP Handgun

NOTE

You start this mission with only two weapons, instead of the usual three.

OBJECTIVE: REACH THE TOP OF THE TOWER

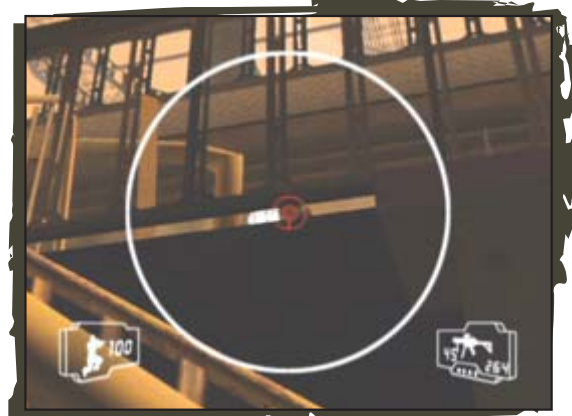
This is the final mission, so steel yourself and don't hold back. Walk out of the elevator and up to the railing. Aim right and creep along the railing until a guard runs



around the corner of the wall to the right. Eliminate him, then continue inching along the railing until another guard runs out. Pop him too, then move to the wall's corner and lean left to cap three more guards farther down the ledge. Grab the **LIFE PACK** on the right (if you need it), then walk all the way around the wall to the double doors.



As soon as you approach the doors, a guard busts through. Put him down, then open the doors and edge forward. Carefully peer around both the left and right corners to shoot the guard at each end without either noticing you. Check where the guard on the left was hiding for some **AMMO** and a **LIFE PACK**, then follow the wall on the left to the corner. Creep around the corner and into the small opening on the left (with the ladder). Wait for two guards to run around from the left, then pop them. Sneak left up to the next corner, then lean around to nail four more guards on the left. Check the right corner for a **LIFE PACK**, and use the ladder to check the top of the computers for another, then pass through the double doors at the end of the room.



Go left to pick up some **AMMO** and another **LIFE PACK** (save it for later if you're not low on health), then return to the double doors and walk around the other direction. When you take a couple of steps onto the stairs, two guards appear on the upper level. Aim at them from here and they can't hit you. After you've eliminated them, finish climbing the stairs and head to the right corner. Lean around and pick off the two guards, then walk back to the stairs and head to the other corner. Lean around and pop the last guard in the game. Walk through the door at the end and climb the ladder on the right. Open the door at the top and walk through. Pick up the Rocket Launcher and quickly walk through the door on the left to grab some more rockets. It's time for the final battle.

OBJECTIVES UPDATED: SHOOT DOWN THE HELICOPTER

Run out into the room and look for the helicopter. Your rockets fly slowly, so lead the helicopter by a significant margin to avoid missing. You also have a choice to make in regards to your position.



You can climb the ladder to the upper level (where it's easier to aim at the helicopter), but you'll have to climb back down to the lower level if you run out of Ammo (and you probably will, at least once). It's slower but safer to stay on the lower level and use the metal beams and walls (where the door to the **ROCKET LAUNCHER AMMO** is) as cover.

Mission 25: The End Crowns All



After enough hits, the helicopter goes down (and Kate along with it). Good job. Your mission is complete.



Any time you run out of rockets, grab more from the small room at the corner. If you're low on health, backtrack through the first door, climb back down the ladder, and return to an earlier spot to pick up a **LIFE PACK**. Return to the roof to maintain the attack on the helicopter.



If you hear Kate say, "Arm the missile," take cover in the small room with the Rocket Launcher Ammo to avoid most of the damage.



Multiplayer

The following pages detail each multiplayer mode: Co-op, Deathmatch, Team Deathmatch, Capture the Flag, and VIP Escort. Read on for details, tips, weapon statistics, maps, and strategies from the lead designer.

CO-OP

OVERVIEW

Co-op mode consists of 10 missions similar to those in Campaign mode. The big difference, of course, is that you take on these missions with a friend. In fact, you can't even load Co-op mode without a second controller plugged in. The mission objectives are a bit simpler than in the Campaign missions, but the real fun and challenge is working with your teammate to take down the enemy.

When starting each Co-op mission, you and your teammate each pick one of three loadouts: Sniper, Close Quarters, or Heavy Weapons. Each comes with one specialized weapon as well as a Burst Assault Rifle and .44 Magnum as sub weapons. Check the "Loadout Tips" section for information on each of the three types.

Co-op Tips

Life Packs and Ammo are even scarcer than in the Campaign. Since you have to split them between two people, it makes them an even more precious commodity. Never pick up a Life Pack if your partner has less health than you do. In addition, save Life Packs for later if both of you still have plenty of health.

Balance your weapons. Taking two Sniper loadouts may sound like fun, but most of the time you'll have to use your sub weapons, which means you'll lack firepower. On some missions, you can get by with two Heavy Weapons kits, but, again, you're stuck using your Burst Assault Rifle to handle distant foes. Look in each mission overview for suggestions on which loadouts to take.



Watch your teammate's back. What's the use of bringing a partner if you're not going to help each other? Don't bunch into the same spot, though; spread out a bit. If your teammate has to run across an open area to find a new cover spot, take care of any guards that get in the way. It's especially important for the Close Quarters or Heavy Weapons person to take the lead and distract the enemy while the Sniper does his or her job.

LEAD DESIGNER TIP

Don't hog the cover. Don't stand in doorways blasting away while the second player is unable to get a clear shot around player one. Just inside most doorways, you will find a cover object. The first player through the door should look for that object and crouch behind it. Player two can now take cover in the doorway, doubling the firepower.

—John Williamson, President of Zombie Media

LOADOUT TIPS

SNIPER

The Sniper loadout is the most specialized of the three. Your special weapon is the Designated Marksman Rifle. The DMR is useful *only* for dealing with long-range targets, so when you're inside a building or other tight spot, you have to bring out your Burst Assault Rifle and play backup. When on outdoor missions, though, the Sniper is king. Scan the roofs and ledges for distant targets. Snipe the enemy snipers before they get a chance to fire.



Whether you have your DMR out or not, stay behind your teammate. Your partner will cover you while you snipe or take the lead indoors where your rifle is useless. Be proud of your specialized job, but stay on the back lines where you can do your best damage.

Close Quarters

The Close Quarters loadout is essentially the opposite of the Sniper kit. You bring an Assault Shotgun as your special weapon. As the name suggests, short-range fighting is your strength. The Assault Shotgun does very little damage at midrange and is useless for distant targets, so stick to your Burst Assault Rifle when outside. Indoors, however, you'll take down targets faster than anyone else. Always be the first one at the end of a hall or through a closed door. When guards run in on you, blast 'em.



If your teammate is a Sniper, take the lead no matter what. Even when you're using your Burst Assault Rifle at midrange, you still must cover the Sniper as he or she drops the guards in the distance. When teamed with a Heavy Weapons specialist, take the lead in halls and other tight spaces, but move to the back in open areas.

Heavy Weapons

The Heavy Weapons loadout is the most well-rounded choice. Your Heavy Machine Gun is very effective for dealing with guards at midrange and still does a great job at close range (though it's not quite as good as the Assault Shotgun). Long-range targets are still a problem, but the Burst Assault Rifle works in a pinch. You won't go wrong bringing at least one Heavy Weapons gunner to any mission. It's also the only loadout that you can get away with doubling up. Finally, if you wish to try taking on Co-op mode solo, Heavy Weapons should be your choice on every mission.



Since the Heavy Machine Gun is effective at both mid- and short range, you should usually be in the lead. The exception is when your teammate is armed with Close Quarters weapons and you're fighting in, well, close quarters. Outdoors (or any time your teammate is a Sniper), take to the front lines.



Mission Overviews

Mission 1: Amid the Turmoil

This mission consists of a series of alternating buildings and open streets. Inside the buildings, short-range weapons are the ticket to success. Check the stairwells



for guards who run in at the bottom. Out on the street, however, your long-range skills shine. As such, bring a Sniper. Close Quarters works especially well in the buildings, but you will have to switch to the Burst Assault Rifle out on the streets (and act as a distraction for the Sniper). Heavy Weapons, with the Heavy Machine Gun, can be useful even on the streets.

The objectives are simple. Just follow the direct path and clear out all guards. Use the corners and doorways as cover inside the buildings and stay behind the dumpsters and crates outside.



TIP

When you reach the entrance to the second building, the Sniper should wait out in the street. Once you walk onto the balcony at the top of the building (and you're attacked from outside), the Sniper can pick off the guards on the ledge to the right from the street. Then meet again at the balcony and continue.

Mission 2: Acme of Excellence

The combat in this mission takes place on catwalks and among crates, so leave that Sniper behind this time. There is some close-range fighting, but most of your enemies attack from midrange, so take Heavy Weapons and Close Quarters or even two Heavy Weapons. Guards often pop out from behind the crates, so watch your teammate's back while advancing into a new area. The guards like to attack from the catwalk and the rooms below at the same time. You should each watch one level while clearing the warehouse.



The objective is to destroy three weapons caches with SLAM Charges. The first cache is in the first small office you find. The second is on some crates right outside the

second office. Finally, the third is on the other side of the warehouse (climb the stairs to the second-floor catwalk and go back down at the other end), near another office. Every time you destroy a cache, a nearby door opens, so proceed through each one to continue (and to finish the mission after the third).

TIP

Both teammates must stand clear of the SLAM Charge explosion. When a cache blows, it damages anyone nearby, even someone on the other side of a wall.



Mission 3: Noise of Thunder



Most of this mission takes place in large, open courtyards where you'll take on a lot of guards from long range. However, there are also spots with tightly knit groups of crates

and hallways. As a result, the unusual combination of Sniper and Close Quarters works well here. The Close Quarters player should advance through the crates and deal with the guards hiding among them, while the Sniper plugs the guards in the distance.

The objective is in two distinct parts. First, find the propane tank on the dock and destroy it with a SLAM Charge (look for the flashing red icon). Then, continue through the courtyard until you enter the building. Not far in, you find a small room with a computer. Press the Action button at the computer to download the Manifest. Drop through the nearby hole in the floor and walk to the end of the ledge to complete the mission.



Mission 4: Days of Rising Wind

This is another mission where most combat is midrange. Two Heavy Weapons gunners are acceptable, though adding a Close Quarters fighter will make quick work of the

guards in the stairwells. The final area of the mission (after you've completed the main objective) is full of enemies waiting at midrange, so the Close Quarters gunner should switch to the Burst Assault Rifle at the end.



Your objective is to destroy three aircraft by setting SLAM Charges on each one. Unlike the charges on the weapons caches in Mission 2, these charges won't detonate after you set them, so you don't have to take cover. However, new guards run in once you set each charge, so always clear out the area around the aircraft before you set the SLAM. It takes you a while to reach the first aircraft, but the other two are not far past the first. Just as before, a door will open after you set a charge. Take the hint and proceed in that direction.



WARNING!

After setting the first SLAM Charge, when you walk outside, watch the ledge on the right for a guard with an RPG.

Mission 5: Lift an Autumn Hair



As the name lets on, this mission takes place outdoors. You spend most of your time on a winding path between hills (where guards like to wait). A Sniper has many opportunities to

take down distant targets, so be sure to bring one. There is some short-range fighting now and then, but a Heavy Weapons soldier is more useful to have around (to keep approaching guards off the Sniper).

The objective takes place in two sections. The first objective is to find the second small building along the path (after you pass through the pipe) and set a SLAM Charge



on the radio inside. Next, continue along the path and past some more small buildings to find the complex. Open the door in the wall to finish the mission.

WARNING!

Note the sniper in the tower near the complex.

Mission 6: Rampart and a Deep Ditch

Like the previous one, this mission has plenty of open areas where a Sniper is useful. Beyond that, the Close Quarters or Heavy Weapons player is equally useful. The Assault Shotgun



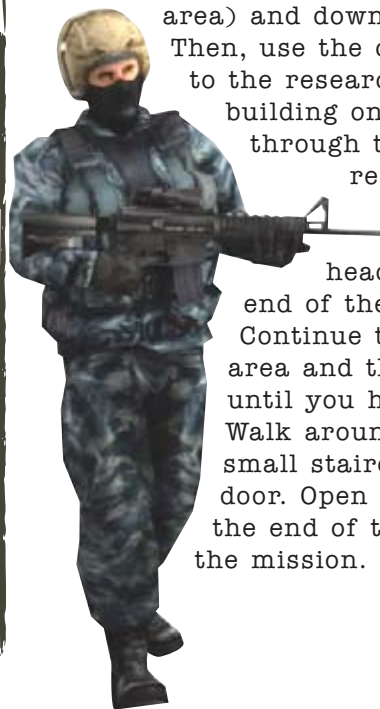
helps when dealing with the guards waiting around the corners and doorways inside the buildings, but the Heavy Machine Gun is great for gunning down the enemy in hallways and at midrange outdoors. Again, the choice is yours.



The objective is a little more complex than in the previous missions. First, find the computer (inside the left building in the first open

area) and download the access code. Then, use the code to open the door to the research lab around the building on the left. Head through the halls until you reach a courtyard.

Watch for shooters on the roof and head all the way to the end of the hall and to the left. Continue through the inside area and through the garage until you hit open air again. Walk around to the left and up a small staircase to a blue double door. Open the door and walk to the end of the hall to complete the mission.



MISSION 7: SCIENCE OF WEAK POINTS

This mission involves lots of very sudden short-range fighting, so you definitely want a Close Quarters gunner along. Consider going all out and taking another Close Quarters person as well, or balance things a bit by using Heavy Weapons. A Sniper would be useless on this mission, so don't even think about it.



Your main objective is to find the Red Mercury intel papers on a desk in one of the lab rooms. To get there, proceed through the halls and lab rooms. The

path is relatively direct. Any time you open a door, be ready to fire your Assault Shotgun (or Heavy Machine Gun, if you're not playing Close Quarters). Guards often appear suddenly and begin shooting. Once you find the intel papers, head through the now-open double doors and walk up the stairs to leave the building. Walk down into the water and through the pipes to find a truck. Hop into the back of the truck to finish the mission.

TIP

Once you leave the building, the rest of the fighting will be at midrange, so switch to your Burst Assault Rifle to deal with the enemy.



MISSION 8: CONFUSION OF CHAOS



Unlike all the previous missions, in this one you and your partner start in two separate locations. However, you can quickly meet up at the entrance to the building. There are a few guards to deal with at long range outside, but most of the mission takes place in halls and small rooms. Choose two Heavy Weapons loadouts or a combination of Heavy Weapons and Close Quarters. Use your Burst Assault Rifle to take care of the guards on the ledges at the beginning of the mission.



Your first objective is for player one to reach the building. Player two should take up position at the window and pick off the guards on the ledges below

while player one heads for the building. Once you rendezvous, proceed to the upper level of the building and through the halls to the indoor courtyard area. Follow the path around the room to the stairs in the corner. Climb down and continue through the halls to find the room where the terrorists are holding the hostage. Clear out the guards in the room and walk up to the hostage to free him. Then, proceed down the stairs and find the blue door to complete the mission.

NOTE

There is an unusually large number of Life Packs on this mission. You can afford to pick up one even if you're not very low on health.

Mission 9: Position Unassailable

The combat on this mission is almost exclusively midrange, so bring two Heavy Weapons gunners. Close Quarters could help a bit from time to time, but the Heavy Machine Gun is more useful throughout the mission.



Your mission objective is to find and defuse two bombs. To find the first, follow the series of tunnels to the first open drainage room. Continue along the catwalk and

through the hall to find the bomb in plain sight. Backtrack a bit and head through the door that opened at the end of the hall into a large, faintly lit room. Continue through the doors to find a switch at the end of the catwalk. Flip the switch, then walk through the doorway on the right and follow the tunnels to a small dark room. The second bomb is on a pillar to the left. Crawl through the opening on the left and walk through the tunnels and up the stairs until you reach open air. Head down to the water to finish the mission.

Mission 10: Heights of Heaven

This mission is mostly midrange fighting with some long-range skirmishes thrown in. Having a Sniper along wouldn't hurt, and bring a Heavy Weapons soldier to handle the mid- and close-range fighting.



The objective in this mission is surprisingly simple, considering it's the last one. Just traverse the rooftops and clear out all the guards. The layout of most

of this area should remind you of the later parts of Mission 23 of Campaign mode. That makes it even easier to navigate. There are some new areas to deal with, but it's still easy to find your way. There are no surprises; just use the tried-and-true tactics that have gotten you this far and reach the street at the end to complete the mission.

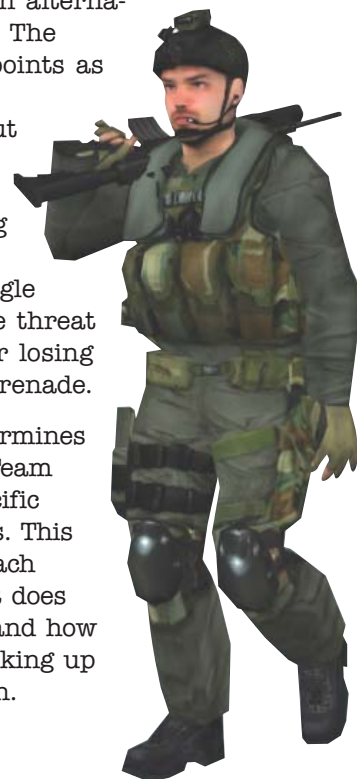
DEATHMATCH AND TEAM DEATHMATCH

OVERVIEW

Deathmatch is the simplest form of multiplayer in *Shadow Ops*. It's you against everyone else, so the action is fast and dangerous. You must use everything you learned from the Campaign (and more) to survive Deathmatch. The main objective is simply to eliminate more opponents than anyone else.

Team Deathmatch is a fun alternative to standard Deathmatch. The difference is that you score points as a team instead of as an individual. You can spread out to cover more ground or stay together to tackle threats as a group. Spreading out reduces the speed with which you can take out a single target, but it also reduces the threat of walking into an ambush or losing everyone in the group to a Grenade.

The team you choose determines not only your teammates in Team Deathmatch, but also the specific weapon assigned to each class. This table shows the weapon for each class as well as the damage it does per shot, its starting Ammo, and how much Ammo you get from picking up an Ammo box for that weapon.



SPECIAL FORCES

Class	Weapon	Damage Per Shot	Starting Ammo	Ammo Box
All	45ACP Handgun	11	48	20
Rifleman	Burst Assault Rifle	13	120	20
Sniper	Designated Marksman Rifle	34 (body), 100 (head)	40	20
Heavy Weapons	Heavy Machine Gun	9	180	50
Close Combat	Double-Barreled Shotgun	0-80 ¹	40	12

¹ The damage scales are based on range. The closer you are, the more damage you do.

TERRORISTS

Class	Weapon	Damage Per Shot	Starting Ammo	Ammo Box
All	9mm Handgun	10	60	20
Rifleman	Full-Auto Assault Rifle	15	120	20
Sniper	LE Sniper Rifle	45 (body), 100 (head)	24	20
Heavy Weapons	Heavy Machine Gun	9	180	50
Close Combat	Assault Shotgun	0-96 ¹	32	12

¹ The damage scales are based on range. The closer you are, the more damage you do.

Every player (regardless of team) also spawns with four standard Grenades. Finally, the melee attack for any weapon does 47 points damage from the front and 71 points from the back.

DEATHMATCH TIPS

You only find Ammo by fragging other players. When you cap an opponent, the corpse drops an Ammo box for the weapon used to make the killing blow. For instance, if you take someone down to 20 health with your Heavy Machine Gun, then switch to your 45ACP Handgun for the finishing touch, you get 45ACP Ammo. This is also true if someone else softens up your foe for you. Another player can reduce the health of an opponent to one point, but if you take the final shot, the Ammo is for your weapon. If you pick up someone else's Ammo from another class, you won't get any extra Ammo (but at least they can't pick it up and use it against you). However, if someone else from your class (regardless of team) kills the opponent, the Ammo is fair game.

Use the maps to memorize the locations of the Life Packs. This is especially important in a one-on-one match (since you can grab the Life Packs before they get to them). When playing Team Deathmatch, inform your teammates of the Life Pack locations if they are low on health.

It's also important to memorize the Spawn Points on each map. If you hide behind cover and prepare to strike when someone spawns, you can score a clean kill.

LEAD DESIGNER TIP

Lobbing Grenades over, say, a bridge or scaffolding as you continue underneath is a good way to clear a path ahead of you. Rolling Grenades out of doorways before exiting will give you some good kills.

—John Williamson, President of Zombie Media



NOTE

Opponents fragged by Grenades don't drop Ammo.

MAPS

Check this section for points to watch out for on each Deathmatch map, as well as the locations of every Life Pack and Spawn Point.

SOUTH AMERICA



LEGEND

- S** = Spawn Point
- L** = Life Pack

103



- 1** Since there are several Spawn Points near here, the area behind the hut makes a great hiding spot.

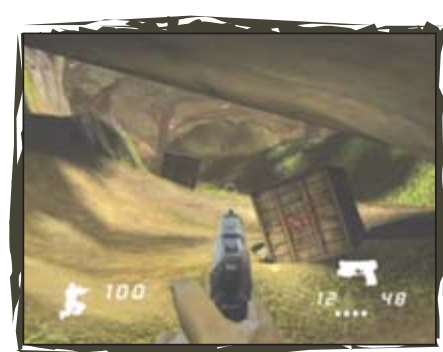


- 2** Climb onto the hills in the middle of the map for a better view.

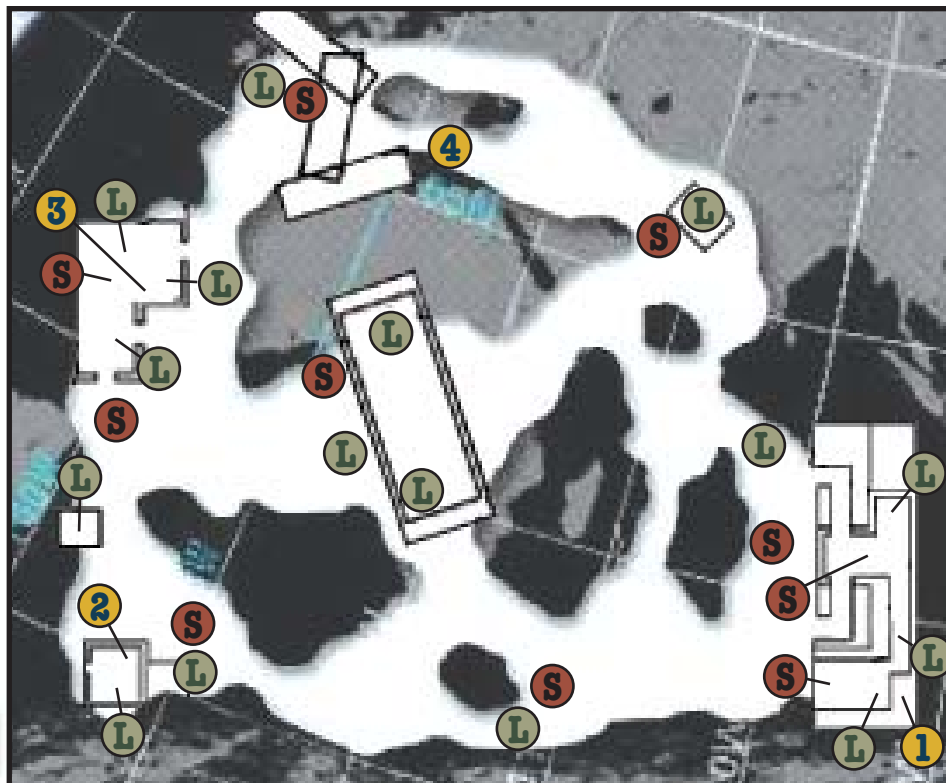
- 3** The brush here makes a good sniping spot. Watch for players spawning near the hut or running for the Life Pack inside.



- 4** The area behind the plane is another good camping spot. Grab the Life Pack to the right if you take damage.



COMPOUND



LEGEND

- S = Spawn Point
- L = Life Pack

104

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1 The Spawn Points and Life Packs make the compound itself a contested area. Sneak up the stairs from the bottom and pop the unsuspecting opponents in the room above.



2 This sniper hut gives you a great shot at the Spawn Points in the distance and the Life Pack on the left.

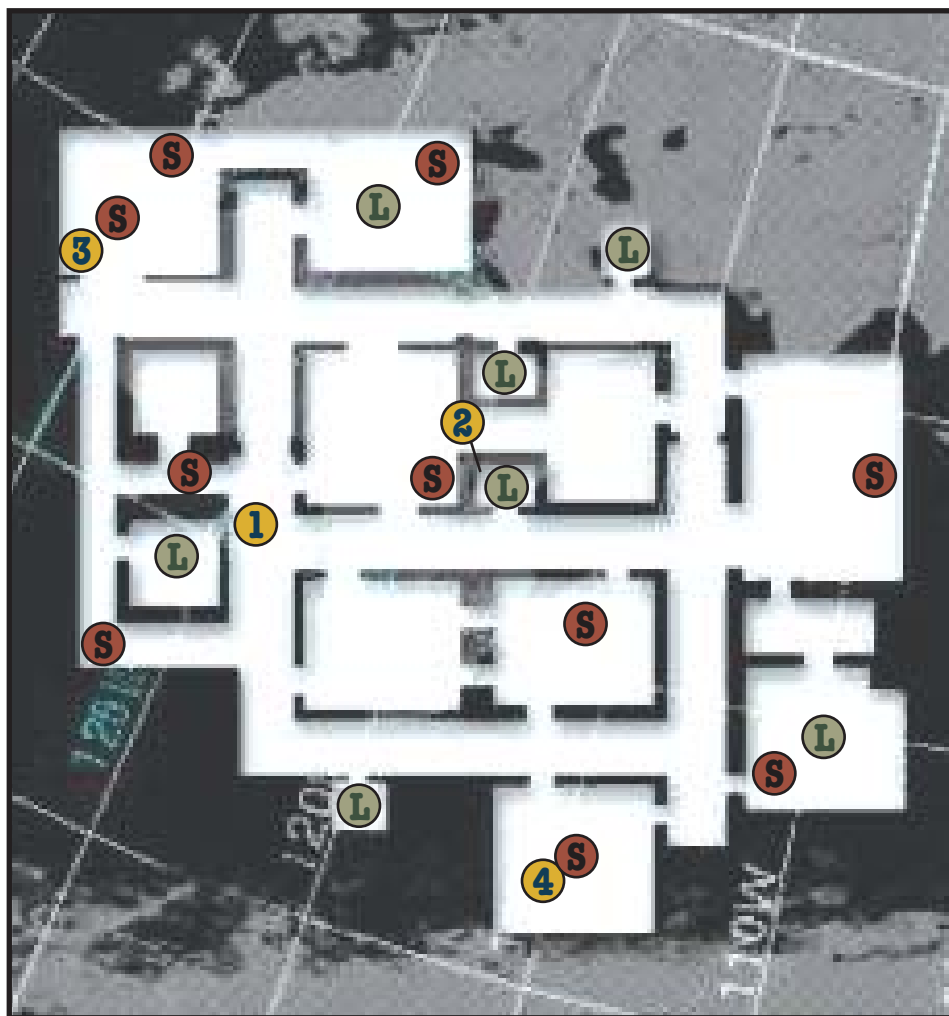
3 This hut has three Life Packs and two Spawn Points nearby, making it the perfect spot to wait and pick off foes.



4 Walking through these tunnels is dangerous, as there might be someone waiting to ambush you at the end. Toss a Grenade through first to scare him off (or blow him up).



INSTITUTION



LEGEND

- S** = Spawn Point
- L** = Life Pack

105



- 1** These long halls are good for sniping. However, watch out for attacks from the sides.



- 2** Hide here and wait for a greedy player to make a run for this Life Pack. If you're spotted, you can grab the Life Pack yourself to offset any damage you might take.

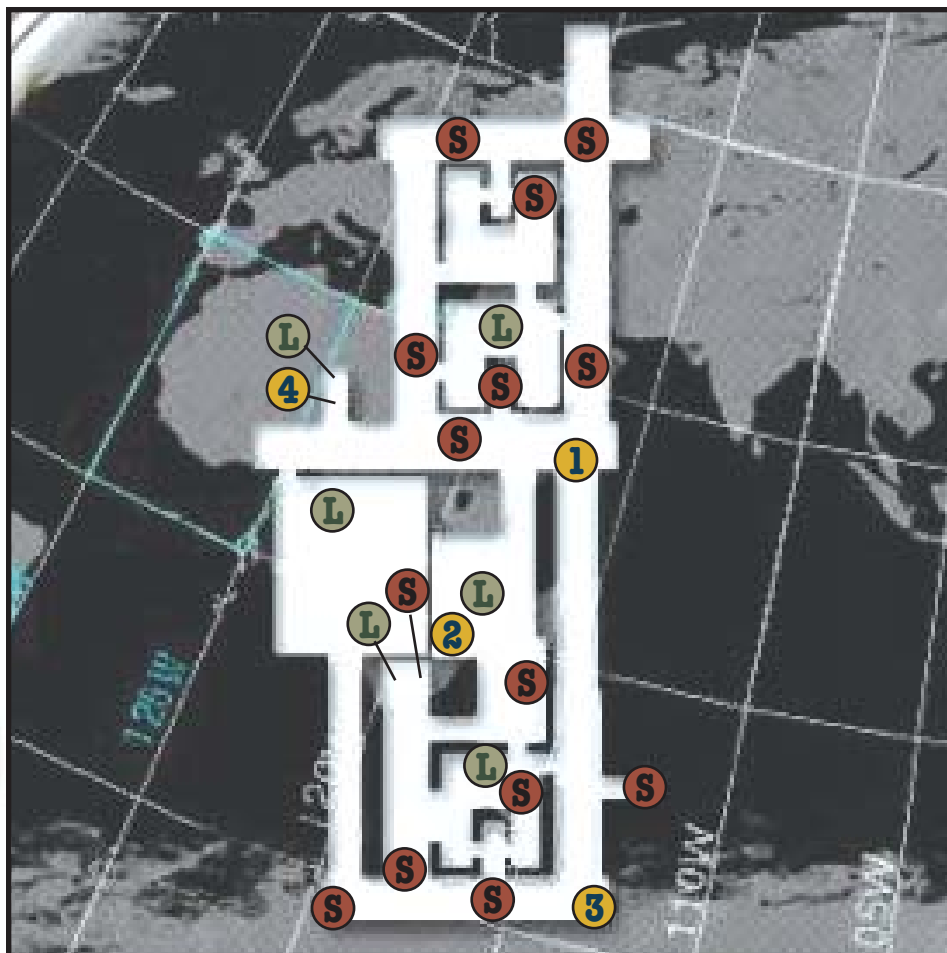
- 3** The two Spawn Points and obvious entrances in this room make it a good place to nail opponents as they spawn (or run) in.



- 4** This is a large room with no cover, so if you spawn in here, quickly run to one of the adjacent rooms.



LABS



LEGEND

- S** = Spawn Point
- L** = Life Pack

106

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1 From this vantage point, you can see all the way down the stairs. This angle also makes it difficult for players running up the stairs to see you until it's too late.



2 Jumping through this hole in the floor is a quick way to get the drop on your opponents (or escape one that's chasing you).

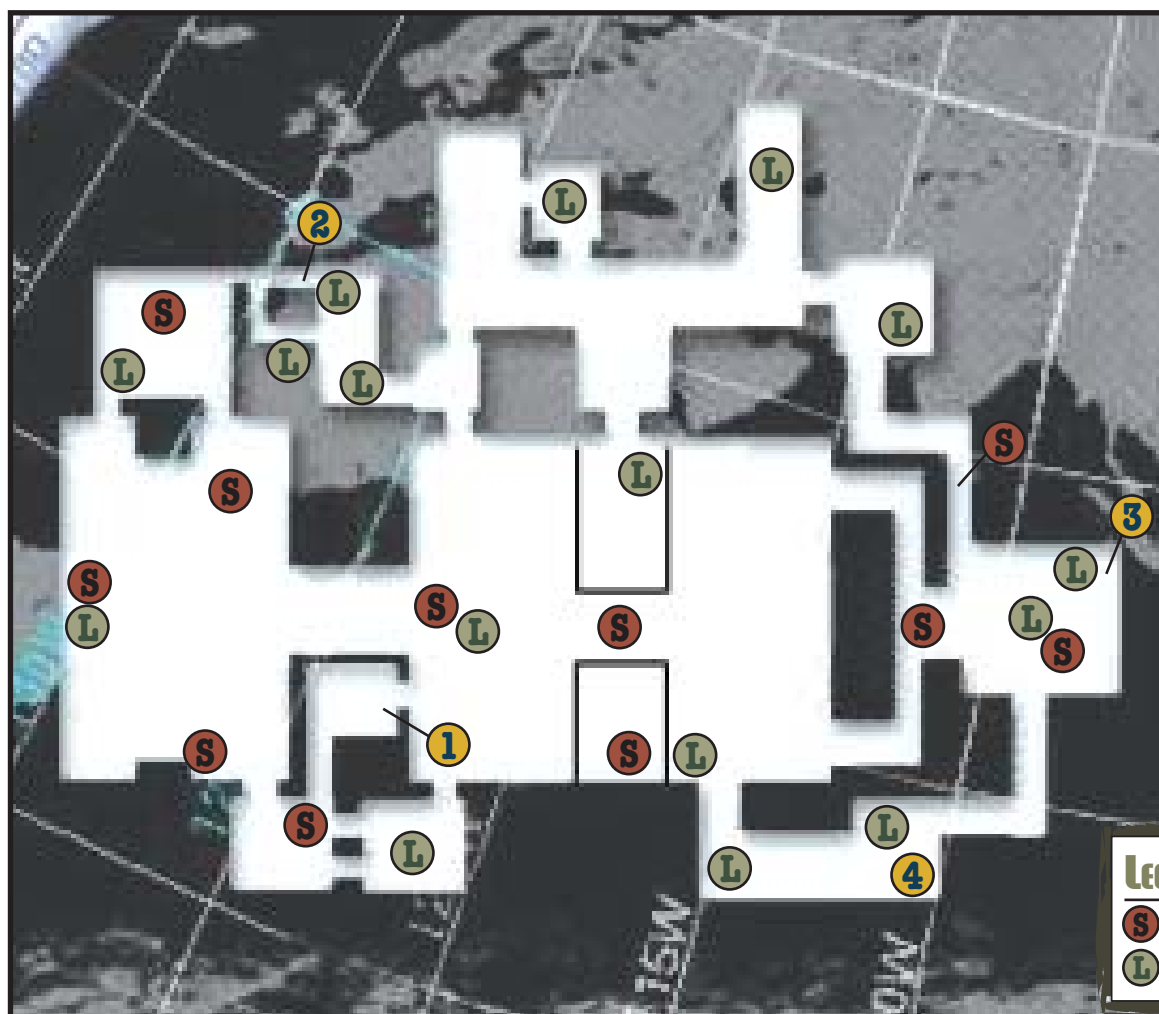
3 This hall has several Spawn Points, so set up camp here and pick players off as they appear.



4 The Life Pack in this spot is excellent bait to attract other players. The darkness makes you particularly hard to detect.



BRIDGE



107

LEGEND

- S** = Spawn Point
- L** = Life Pack



- 1** Hole up in this stairwell to pop any opponent who runs down the stairs (or comes looking for the Life Pack).



- 2** This ledge not only gives you an excellent view of the room (and Life Pack) below, but there's also a Life Pack right behind you for emergencies.

- 3** Here you can clearly see all the entrances to the room, as well as the Spawn Point. Also, opponents have to run all the way up the stairs on the left to reach you.



- 4** Duck into this hall and grab the two Life Packs if you're low on health.



FACTORY



LEGEND

- S = Spawn Point
- L = Life Pack

108

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1 Clever jumping can get you onto almost any platform in this room. This gives you a view of the floor below as well as access to multiple Life Packs.



2 This room is a good place to camp the Life Pack. Players running in can't see you until they're all the way in the room.

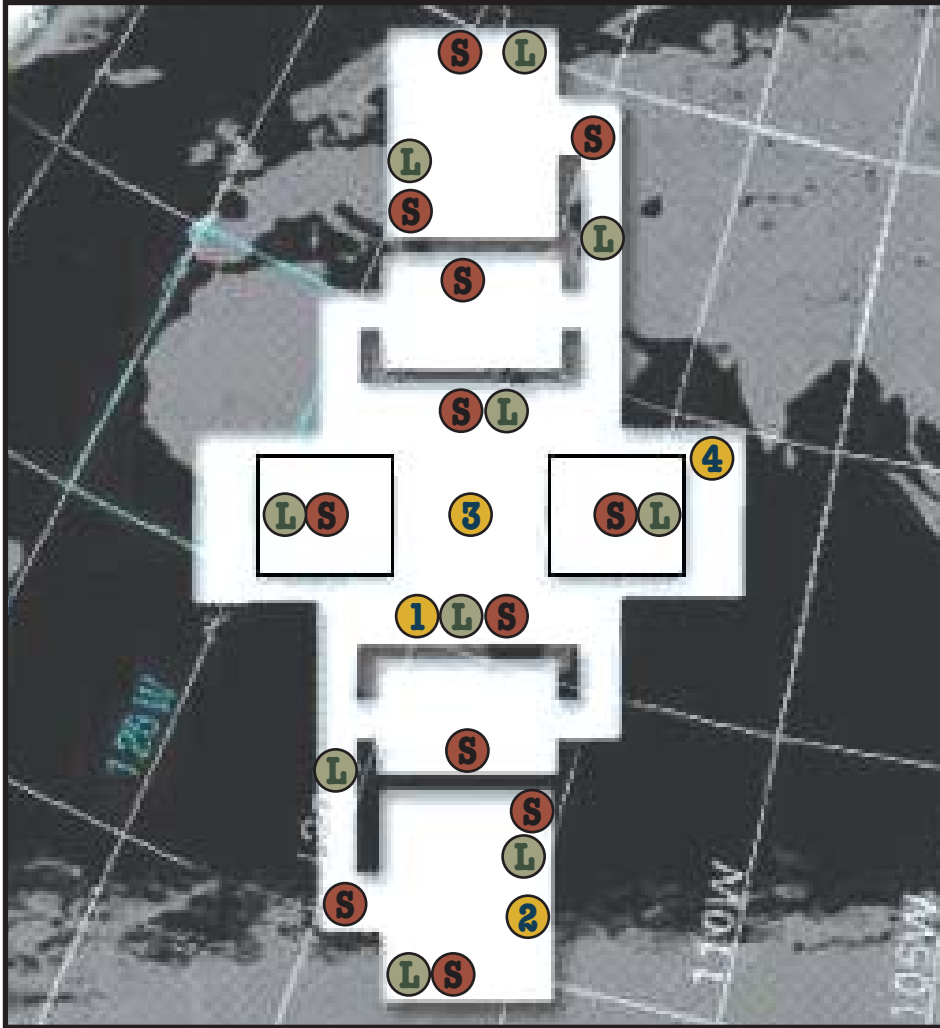
3 Aim through this window to fire on anyone on the ledges or in the room below.



4 If there's an opponent on your tail in this area, hop across the stairs and switch directions to slip away.



Hotel



Legend

- S** = Spawn Point
- L** = Life Pack

109



- 1** The windows on both sides of the courtyard make great sniper spots.



- 2** It's much easier to shoot through the stairs from beneath than it is for other players to shoot at you from above.

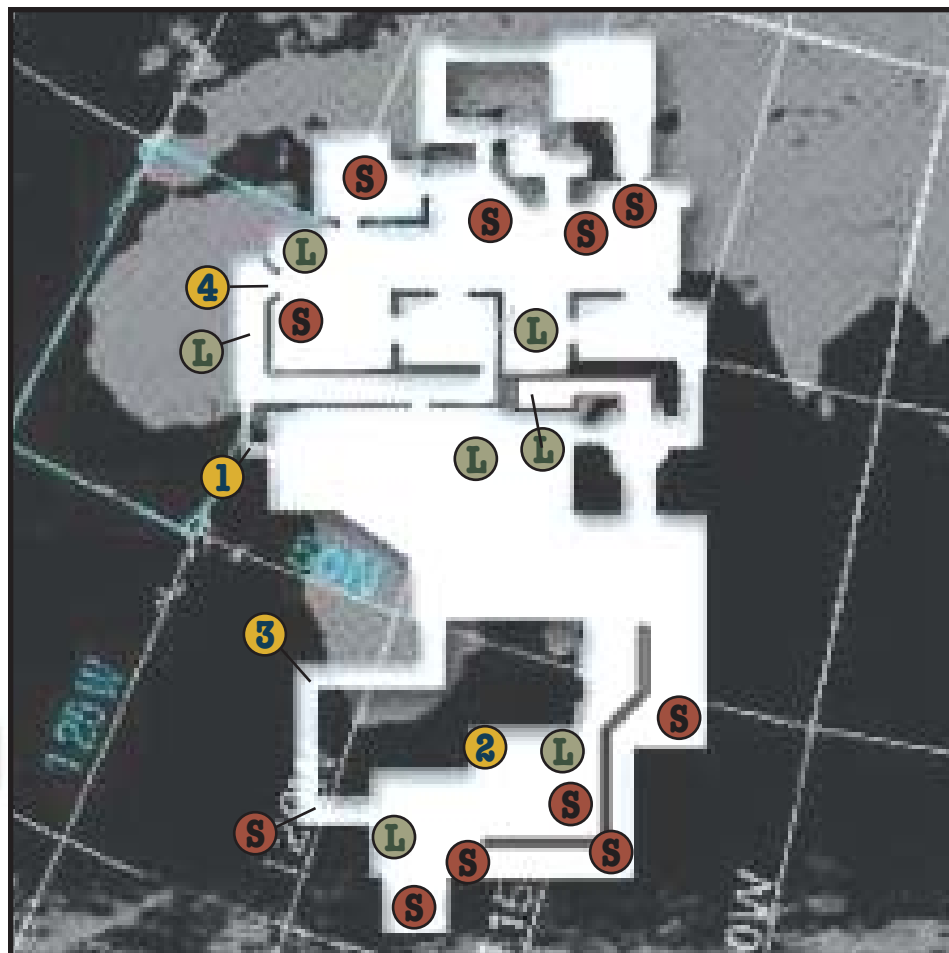
- 3** Avoid the lower courtyard as much as possible. Opponents can attack you from all sides.



- 4** Lob Grenades over these railings to send a nasty surprise to the players on the floor below.



STREETS



LEGEND

- S** = Spawn Point
- L** = Life Pack

110

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1 You have to crawl to make it through these ducts. Watch out for players waiting at the other end.



2 Many of the Spawn Points for the map are in this area. Wait here to plug unsuspecting players as they spawn.

3 This long winding hall is a good place to watch out for (or set) an ambush.



4 This window is a sniper's dream. There are several Spawn Points in the street below.



SUBWAY



LEGEND

- S = Spawn Point
- L = Life Pack

III



- ① Anyone who tries to walk through the subway cars is just asking for a sniper bullet in the head.



- ② The roof here is an unusual place to hide, so most people won't expect it. If someone on the floor below discovers you, back up until you're out of sight.

- ③ This large room has many Life Packs, including this one tucked away in the corner. Take cover here and pick off opponents as they run in to pick up Life Packs.



- ④ If you run straight down these stairwells, you deserve whatever awaits you at the bottom. Toss a Grenade down in front of you to clear out any campers.



CAPTURE THE FLAG

OVERVIEW

Capture the Flag (or CTF, as players often call it) is always a fan favorite in the FPS community. CTF is a team game, so round up some friends. The basic objective is to infiltrate your opponents' base, steal their flag, and return it to the flag at your base to earn a capture. However, you also must defend your own flag to stop the opposing team from capturing it. All the cover spots in *Shadow Ops* make CTF especially sneaky.

NOTE

Your class weapons and damage are the same as in Deathmatch. Refer to the class chart in the Deathmatch section.

CTF Tips

As soon as the match begins, decide who on your team will try to capture the opposing team's flag, who will cover that person, and who will protect the flag at your base. Forgoing this planning and running around randomly is the quickest way to lose a CTF match.



There are no Spawn Points to memorize in CTF. If you join a new game or respawn, you always appear near your own flag.

If you are covering the flag carrier, don't be afraid to give up your own life to protect the flag. If you die, you'll just respawn at your base. If the flag carrier goes down, a member of the other team need only touch the flag to return it to their base and destroy your progress. If you see your flag carrier die and drop the flag, quickly pick it up and continue toward your base.

LEAD DESIGNER TIP

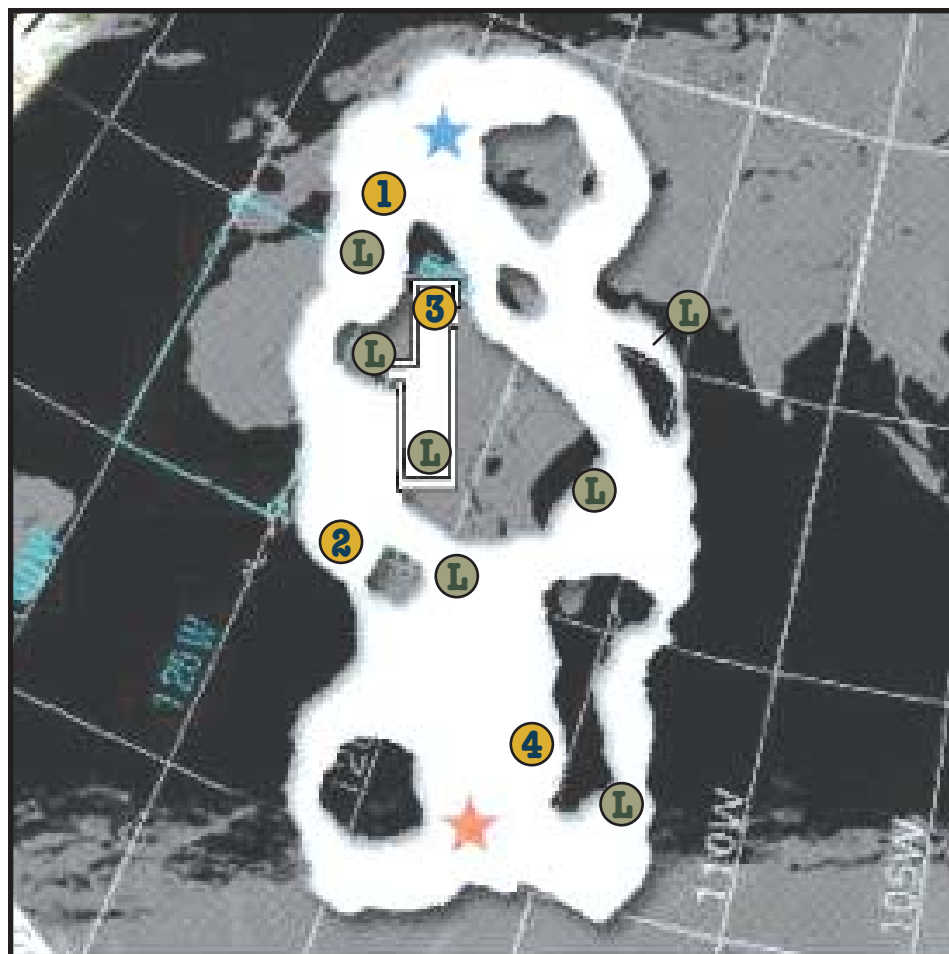
The CTF maps are small (except for Towers), with symmetrical paths. This offers a quick-paced match with a good flow and instant action. Strafe, jump, crouch, kill.

—John Williamson, President of Zombie Media



MAPS

SOUTH AMERICA



LEGEND

- = Life Pack
- = Terrorist Start
- = Spec Start

113



- 1** The small hill to the right of the blue flag is a good spot for capping incoming players.



- 2** The path on either side of the map leads directly to the opposing team's flag, but it's long and obvious. Watch for snipers at the end of the path.

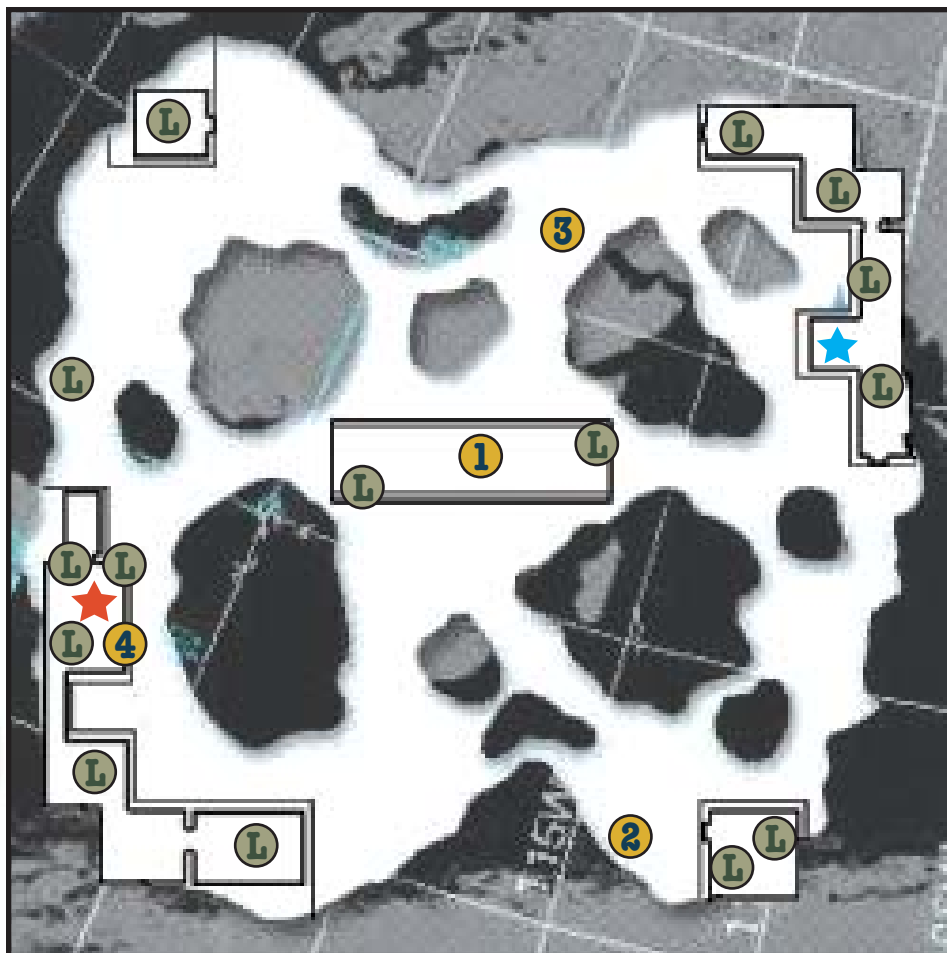
- 3** Walking through the plane in the middle of the map isn't the fastest way to the flag, but it is the sneakiest. There's also a Life Pack you can grab if you need it.



- 4** Careful jumping gets you onto this tree branch near the red flag. Pop the blue team players from here as they run for your flag.



COMPOUND



LEGEND

- = Life Pack
- = Terrorist Start
- = Spec Start

114

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1 The bridge in the middle of the map is the fastest way to the other side, but it's also sniper country. Don't even try to make it across unless you have a sniper of your own with you.



2 Similar to the South America map, here there's a slow but direct path to the opposing team's base along either side of the map.

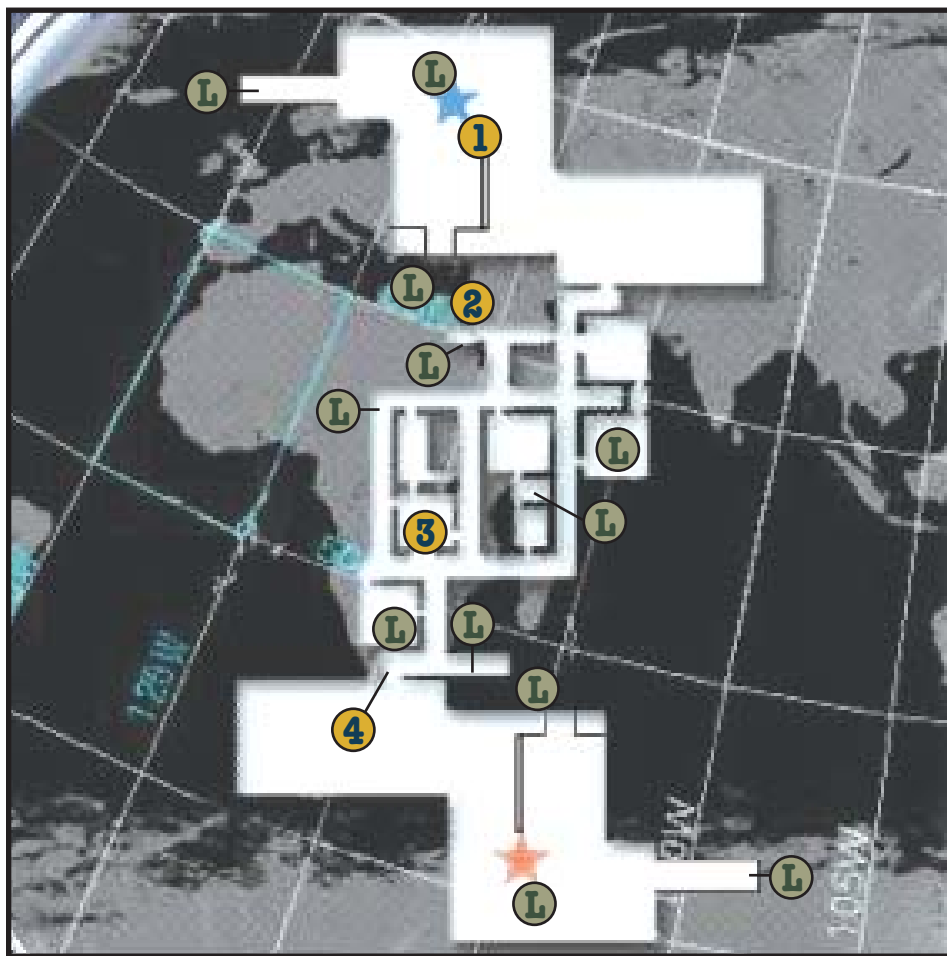
3 The safest route to the flag is through the hills near the sides. Use the trees as cover.






4 There are several Life Packs near both flags, so don't be afraid to take some damage if it means you stop the other team from nabbing your flag.



TOWERS



LEGEND

-  = Life Pack
-  = Terrorist Start
-  = Spec Start

115



- ① In case you couldn't guess from the title of the map, this level has towers in it. More precisely, each flag has a tower near it where a sniper can climb up and cover the entrances to the area.



- ② The pipe entrance to the flag area takes longer to get to, but it's closer to the flag once you get outside.

- ③ It's easy to get lost in the maze of rooms inside the main building. However, you can also use that to your advantage if you're carrying the flag.



- ④ Any team worth its salt will have at least one sniper in its tower. Send a sniper of your own to peek around the corner at the entrance and snipe the snipers in the tower before you run in.



Hotel



LEGEND

- = Life Pack
- = Terrorist Start
- = Spec Start

116

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1 Your flag is easy to defend on this map. Players from the opposing team must run into the room and up the stairs onto the platform to get the flag.



2 As in the Deathmatch Hotel map, it's important to stay out of the lower courtyard (especially if you're carrying the flag).

3 If you expect to have any chance of grabbing your opponents' flag, you must coordinate with your teammates and send multiple players in from each entrance at the same time to confuse the enemy.



4 Use the windows on either side as sniper posts. The flag carrier makes an excellent target.



VIP ESCORT

OVERVIEW

VIP Escort is another team-based mode, but it's very different from the others. The game randomly chooses one member of the Special Forces team to be the VIP. The VIP has 150 health but only a 45ACP Handgun for defense. If the VIP reaches an Escape Point successfully, the Special Forces team wins. It is the job of the terrorists to defend the Escape Points and stop the VIP. If the terrorists eliminate the VIP, or if time runs out before the VIP has reached the target, the terrorist team wins.

VIP ESCORT TIPS

You only have one life per round and there are no Life Packs anywhere on the map. Every shot counts.

They call this mode "Escort" for a reason. Stay with the VIP and provide protection at all times. Scout ahead before the VIP follows you. It only takes one sniper bullet from a terrorist to end the round. If another Special Forces member takes the hit, at least the VIP knows to look for an alternate route to the Escape Point.

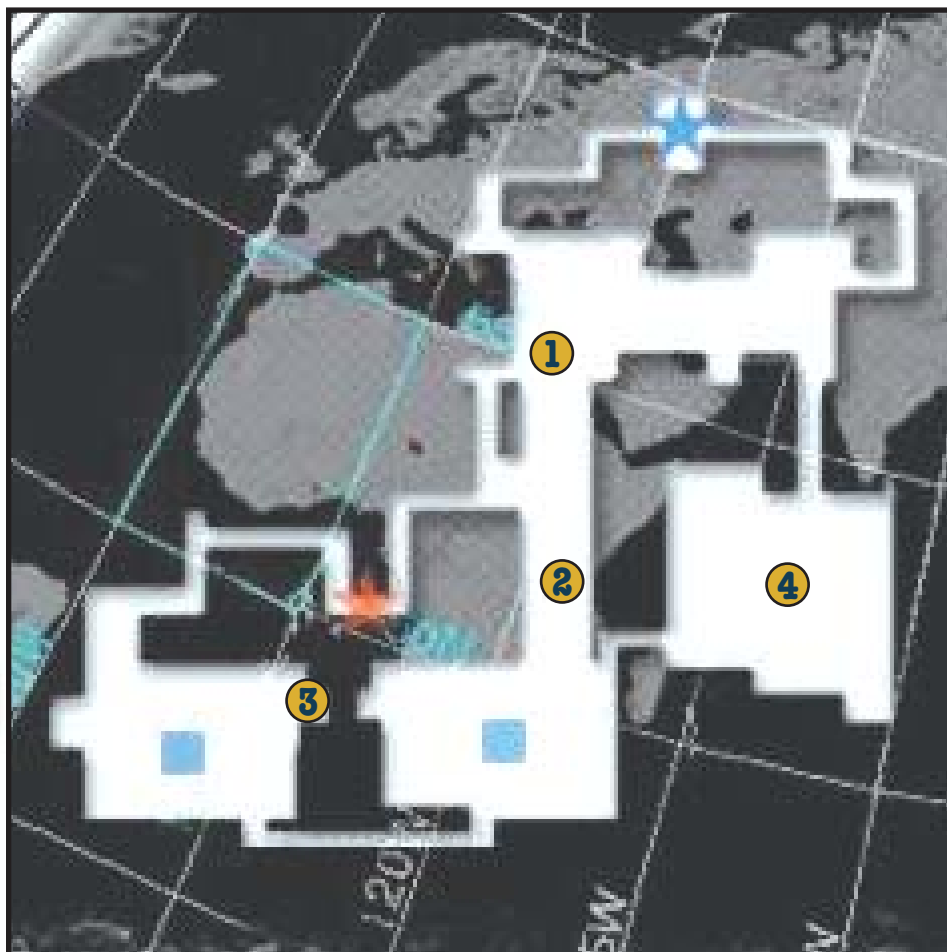
It's crucial for the Special Forces team to start moving toward the target as soon as the round begins. The less time the terrorists have to get into defensive positions, the better.

All weapons do more damage in VIP Escort mode. Combined with the short time limit per round, this makes VIP Escort games very quick.



MAPS

SYRIA NIGHTS



LEGEND

- ★ = Terrorist Start
- ★ = Spec Start
- = Escape Point



1 There's a fork in the path here. The door on the right is the slower path, but the alley on the left is far more dangerous.



2 Running down the alley seems like the obvious choice for reaching the Escape Point quickly. However, that's just the problem: It's obvious. The alley is a haven for sniper fire.

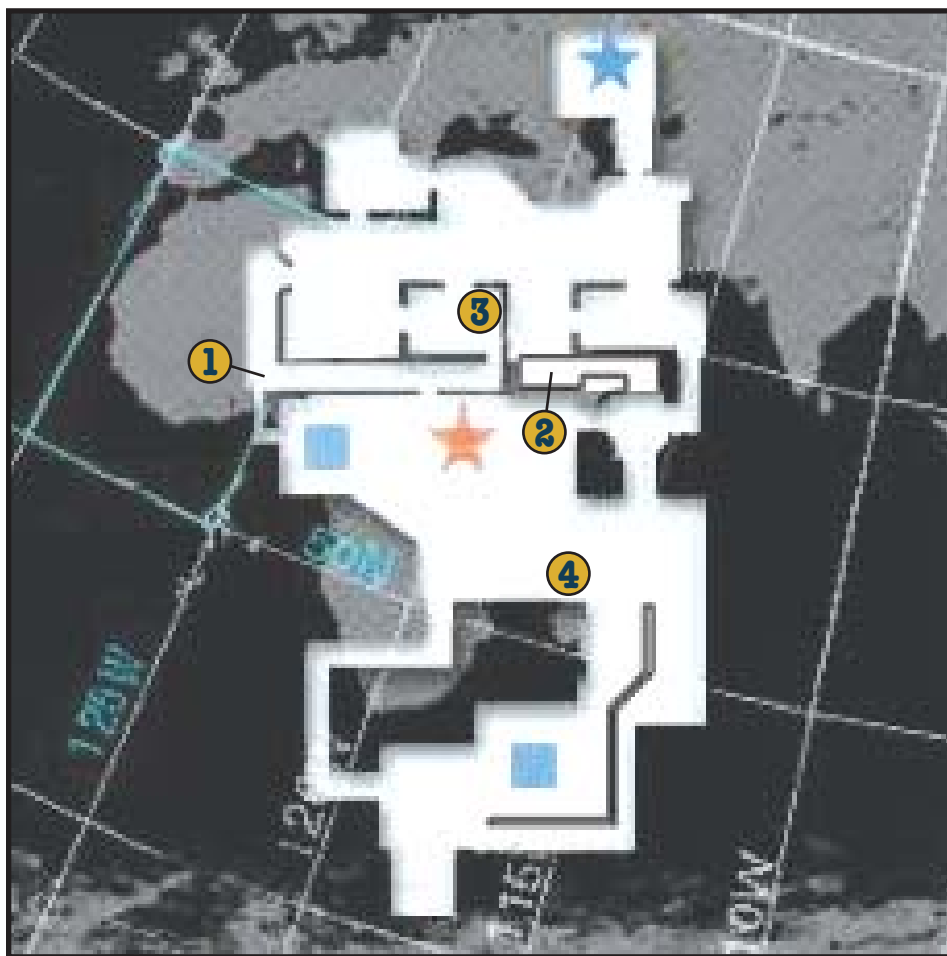
3 As a terrorist, you can stay on the balcony and aim into the street below, but you have to be quick on the trigger to snipe the VIP before he or she makes it to the Escape Point.



4 As an alternate route, try heading into the large room on the right corner of the map. It's harder to navigate, but also harder to defend.



STREETS



Legend

- = Life Pack
- = Terrorist Start
- = Spec Start
- = Escape Point

119



- 1** This duct leads straight to one of the Escape Points, but it's very easy for the terrorists to cover. Don't bother unless your teammates are distracting the enemy.



- 2** If the terrorists are watching this area, they will likely expect you to run through the hall on the left. Drop through this window, instead, to sneak around and make a break for the Escape Point on the right.

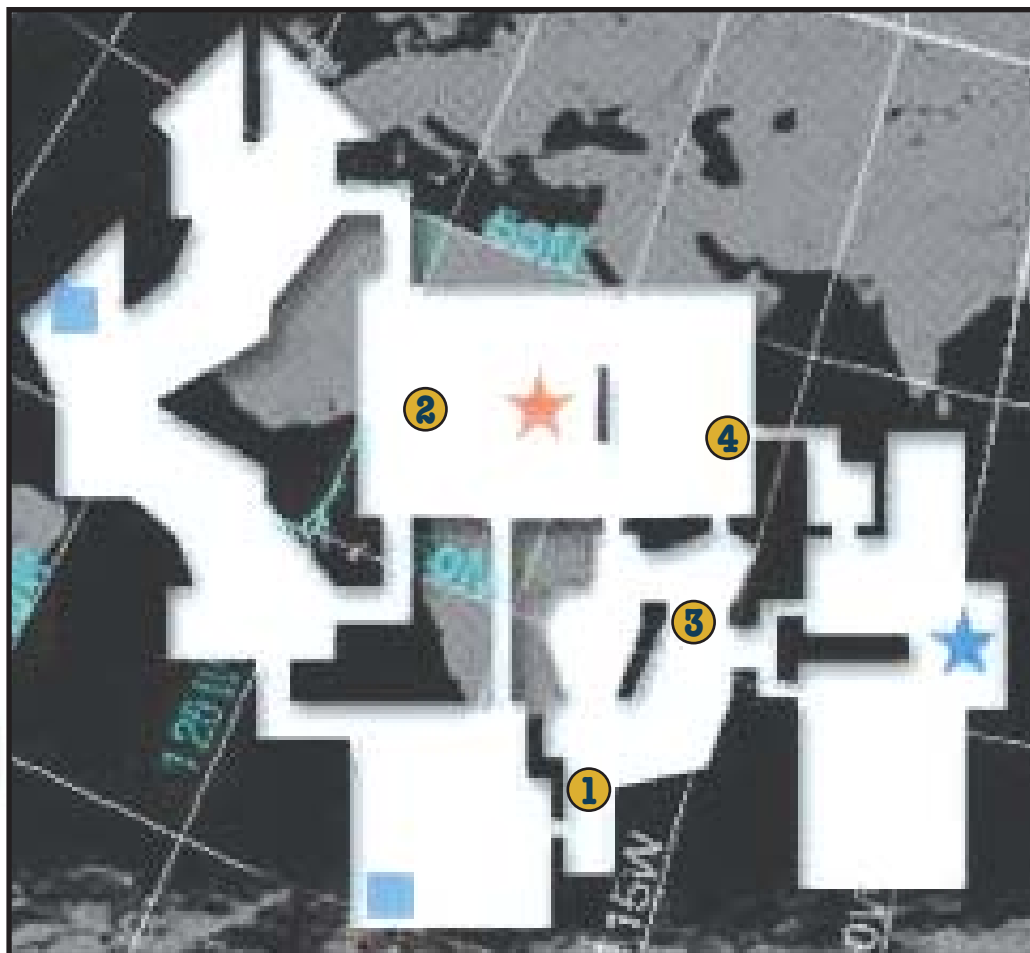
- 2** A terrorist can reach this point within seconds of the beginning of the round. If the Special Forces team heads for the lower Escape Point, you can nail them as they run into this room.







- 4** This spot gives you a good view of two of the most likely paths the VIP will take toward either Escape Point.



SUBWAY



LEGEND

-  = Life Pack
-  = Terrorist Start
-  = Spec Start
-  = Escape Point

120

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- 1** If the terrorists aren't prepared, taking this path will quickly land you at the lower Escape Point.



- 2** You must run straight through the terrorist starting area to reach this spot, but if you make it, two paths lead to the upper Escape Point.

- 3** It's important for multiple terrorists to immediately head to this spot and watch for Special Forces running in from the left. Defending this area covers two out of the three possible paths to the Escape Points.



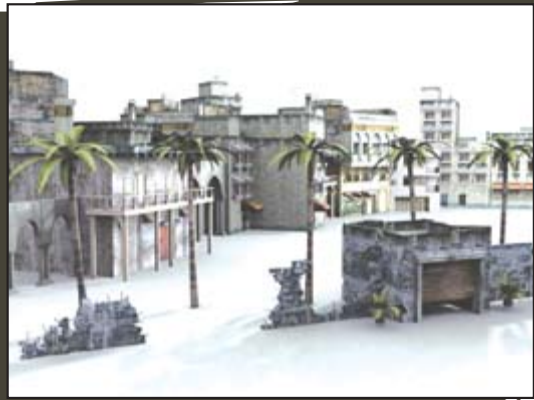
- 4** Don't send all your men into the lower room, however. If the Special Forces make a diversion there, the VIP can sneak through this hole in the wall and make a break for the upper Escape Point.



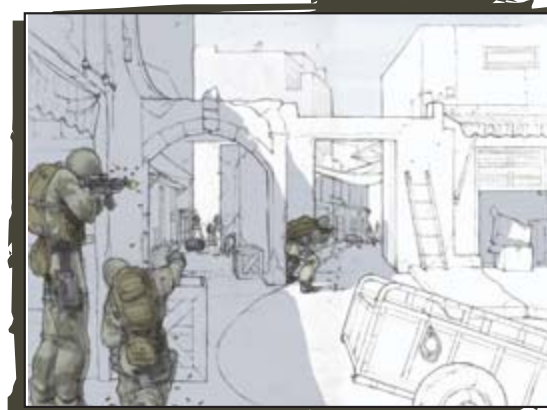
Behind the Scenes

THE MAKING OF *SHADOW OPS*

When designing *Shadow Ops™: Red Mercury*, Zombie wanted to create an action-packed, summer-action-movie of a game. They set it in real-world environments and used real weapons, but everything is a little over-the-top. In other words, it's "Hollywood real." To keep the game fast-paced, they removed classic follies of the genre, such as an endless supply of unidentified soldiers backing you, escort missions, scripted deaths, and mission failure. They carefully planned out and scripted each mission to ensure no area would have too much going on at once. That's not to say the game is nonstop shooting. Some areas have no combat at all in order to build dramatic tension or advance the story. At the base of it all, however, are the environments, characters, and sounds that immerse you in the game.



Zombie used many techniques to create the environments in *Shadow Ops*. Creating the light and shadow effects in the game required some special tricks. The Unreal engine uses "meshes" (3-D objects) that can look very realistic but don't cast shadows when light is applied to them. To keep the environments realistic, they created shadows on the floors and walls directly, rather than programming objects to cast shadows. The end result is dramatic. Look at the outposts in Mission 6 for an example of this. However, the jungle areas don't use the same type of floors and walls, requiring designers to "cheat" a little. To create the effect of sunlight streaming through the canopy, they created translucent meshes in the shape of sunbeams, then positioned them to "shine" down from the trees above. Since it isn't actually light, though, another technique was required to create the shadows of the leaves on the ground. A game entity called a "projector" places a texture that looks like the shadow onto the jungle floor.



The environments were modeled using reference material (like photos) from places such as Morocco, Russia, Croatia, Hawaii, and Europe. Objects were made from high-polygon models and refined to improve the frame rate. They improved frame rate by limiting polygons or removing parts where they're not needed to determine the contour of an object.



The character models possess the utmost attention to detail. Zombie took 3-D scans of the uniforms worn in the game with all gear and straps accurately placed. Next the models were created using a combination of the 3-D scans, reference photos, and 3-D paintings. They created the character faces by using a combination of techniques. Photo-sourcing and face-generating software helped to make the faces look realistic and fit the characters.

Music and sound effects play a large part in evoking anticipation and adrenaline in gameplay. To make sure the music accomplished this, Zombie brought in Inon Zur to create the game's musical score. Inon is no stranger to game soundtracks and has composed music for such games as *SOCOM: U.S. Navy SEALs* and *EverQuest*. He incorporated music from different regions to represent the locations in the game. Zombie used the Northwest Symphonia to record the orchestral tracks, which includes members who have played music for many games, like *Medal of Honor*. Once Zombie had the completed tracks, they divided the pieces Inon composed into layers. This allowed them to create variations in the soundtrack to fit the action on the screen. They set up triggers throughout the levels that kept the score nimble and responsive to the behavior of the player.



Peter Zinda from Soundelux created the sound effects. He recorded the real sounds of the guns in the game, both firing and reloading, then enhanced the sounds to give it that "Hollywood-real" touch.

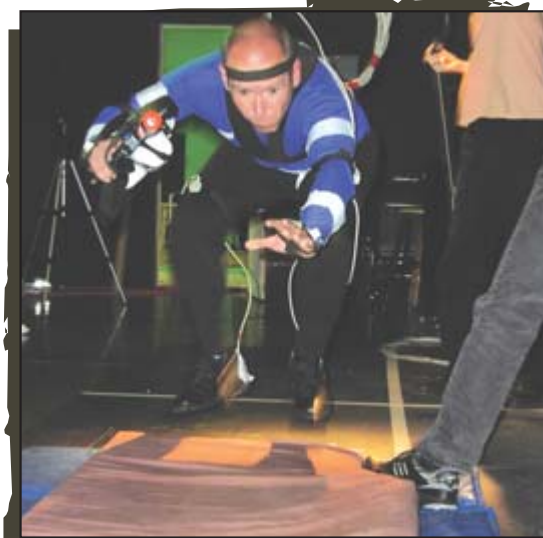
As the final game shows, Zombie accomplished intense action with characters and locations that are not only realistic, but exciting and varied. The story ties the characters and action together into an enthralling experience, and when combined with the music and surround sound, the end result really is like playing an action movie.

INTERVIEW WITH JOHN WILLIAMSON, PRESIDENT OF ZOMBIE STUDIOS

John Williamson is not only the president of Zombie, but also the lead designer. Prima had the chance to talk to him to get the inside scoop on the creation of *Shadow Ops*.

Q: Zombie is known for making more traditional squad-based games like *Spec Ops* and *Rainbow Six*. What made you decide to veer into more action-oriented gameplay? What goal did you have for the kind of game you wanted *Shadow Ops* to be?

A: We have worked on the *Delta Force*: *Landwarrior* and *Rainbow Six* series, as well as our own *Spec Ops* franchise and *Spearhead*, an M1A2 tank sim that was realistic enough for the U.S. Army and National Guard to purchase and use for training at Ft. Hood and other bases (<http://www.3ad.us/history/all.era/computer.game.pages/intro.htm>).



Working on a big-budget title like *Red Mercury* gave us both the time and funding to push that research to some amazing lengths that have paid off in the game with great details. Which isn't to say that *Red Mercury* is a methodical, hard-core military sim—rather it is designed to be a fast-paced, action-packed summer-blockbuster experience: cinematic, but with lots of details.

Q: The storyline and characters draw you into the game. Who was responsible for writing the script and designing the characters? What sort of planning and development took place to weave the story and gameplay together?

A: Everyone at Zombie helped with the initial story outline. Atari took a pass as well, and we hired a couple of Hollywood screenwriters, Ric Waugh and Tag Mendillo, to flesh out the cinematics. They were brought on after the main story beats; most of the characters and locations had been laid out. Tag and Ric added some nice touches that made all the characters more memorable and fleshed out.

Q: The music and sound effects are another factor that add to the immersive quality of the game and put the player in the middle of the action. What steps did you take to create such great sound for the game?

A: If you haven't gotten a 5.1 sound system for your Xbox®, you should now that you have bought this game. We did several things to make the game sound so great:

1. We have a great sound team and we researched lots of weapons ourselves.
2. We designed the game to support 5.1 surround sound.
3. We hired Soundelux to sweeten and mix the game.
4. We are THX certified.
5. We hired Inon Zur to compose and direct a 50-person orchestra for over an hour of original music.



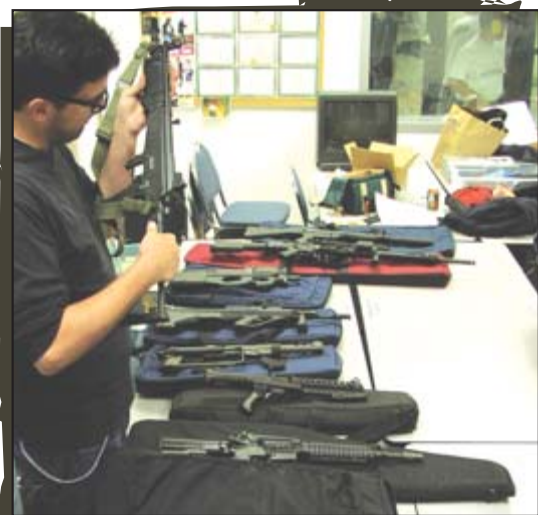
Q: How about the voice acting? Did you use actual Hollywood actors? What about the foreign-language voices? Are they really speaking all those different languages?

A: That is the sixth thing we did to make the game sound so great. We hired Hollywood actors and a great casting director in Bill Black, and yes, those are all the authentic languages from around the globe in the game. The AI character really is saying things like "I'm taking fire," "Enemies," "Retreat," "I'm loading," etc., in Lingala in the Congo and French in Paris, for example.

Q: What sort of research did you do to replicate the real-world environments and locations seen in the game? Did you really go to the top of the Eiffel Tower?



A: The Eiffel Tower trip and the one to Hawaii for the jungle research were among the nicest research trips, though not the most interesting. The point of these trips was to photograph everything to create authentic real-world textures, buildings, props, etc.—little details that you miss unless you visit the places yourself. For example, you assume they will have telephone poles in Syria; everyone has telephone poles, after all. But, there aren't a lot of trees, so the telephone poles are made out of concrete. It is a small thing that you would almost never think of unless you visited there in person, but over the course of 50-plus maps, it adds up. And, having that detail makes the game more believable, the story more immersive, and the game more dramatic.



Red Mercury is the largest production we have worked on. We have always prided ourselves on doing field research for our games: If there is a gun in one of our games, we've likely shot it; we've been on nearly a dozen training missions with SWAT, Special Forces, and police agencies; and we've visited military bases around the world, tracking down uniforms and weapons and vehicles to photograph for texture reference or to record audio from.

I visited Moscow in February, and I finally began to understand what winter in Russia is all about. I do a good deal of mountain climbing, snowshoeing, and the like, but I've never been that cold. There were days when the temperature never got above zero.



Russia has made some progress since *Zombie* first visited Russia 10 years ago to work on *Ice and Fire*, but it is still Russia, and some of the old cloak-and-dagger ways remain. Being asked to show your "papers" is an all-too-common event. I felt like I was in a World War II POW escape movie evading the Germans. Russians overall are wonderful people—nice, helpful, very proud of what Russia was and a little scared by the options they have today. And yes, they really do like to drink. Hey, it's research.

My guide at the Cosmodrome spent part of his youth training pilots for the Vietcong during the same years my father was in Vietnam trying to shoot them down with HAWK missiles. He would want to drink at every meal and rest area. Some stereotypes are true.

Joanna Alexander, one of our founders and co-CEO, and her husband went to Morocco. Using contacts from her sister, the author of the best-selling *Shackelford*, they hooked up with a location scout for *National Geographic* and movies such as *Black Hawk Down* and *Gladiator*. They visited those locations to photograph for this game. On the train from Rabat to Casablanca, one of the windows was shot out by a high-powered rifle shot from one of the apartments that line the track. *That* would be a fun commute to and from the office every day.

Croatia was relatively safe, but there were lots of areas that were off-limits due to mines or unexploded ordnance.





Q: What research did you do to create the multitude of weapons used by the player?

A: We spent several days at the firing range with our tech advisor, Ron Haskins, who is a former Green Beret. Every animator and 3-D artist got to spend time shooting or, at the very least, holding every weapon in the game and a bunch of others. We do this for every game, and it is always one of my favorite parts (aside from the location research).

Q: Were there any weapons you created for the game that didn't make it in?

A: A mini gun in black hawk and a quad .50-caliber antiaircraft gun were the only weapons that didn't make it. They were just so lethal—there wasn't much gameplay there.

Q: It was reported at one point that the game would have vehicles that you could pilot. What happened to those?

A: That is a fascinating urban legend. I have all the design docs and the initial pitch docs, which I either wrote or co-wrote, and there were never vehicles in them that you could pilot. I think someone read that we were using the *Unreal* engine and we were shipping in 2004 and assumed we'd have vehicles.

Q: As opposed to many other FPS games, *Shadow Ops* is steeped in realism instead of fantasy. What sort of benefits did this bring to the table when developing the game? Limitations?

A: I prefer the realism. It bounds the game and fiction and forces you to come up with a better, more believable, more integrated backstory, fiction, and details. Fantasy or sci-fi FPS games have lots of outs if there is a plot hole. But because the holes are so easy to fill, they never feel solid to me. I think that is what made the early Tom Clancy stories, back when the Russians were valid bad guys, so appealing. I don't find it limiting at all.

Q: The enemy AI is refreshingly smart when it comes to using cover and protecting teammates. How was this accomplished?

A: We have a great team of coders who spent a lot of time on the AI characters. The characters are designed to work in groups of three, and depending on which level you are in, they employ different tactics. In the early levels of the game, they will be pretty aggressive, untrained militia who would rather die than retreat. So two will fire and one will advance, no matter how close you get to them. They will also fire wildly or blindly around corners. In the later levels, the enemies are better trained and use different, more tactical, SWAT animation sets. If you encroach on them too much, two will fire on you, and the closest will try to retreat.

Almost every place in the game where an AI could go and take cover and fire at the player has been tagged. In that tag are pieces of information, such as what type of cover it is (a right- or left-handed corner); whether the AI needs to stand, kneel, or wildly fire over an object; and what types of weapons the AI can select from.

Other things to watch for: AI characters will pick up and kick Grenades you throw at them, so be careful. If there are three AI characters close enough together, one may attempt to dive on the Grenade to protect his teammates.

Q: Speaking of the AI, you have your own teammates backing you up on several missions. They can help you take down the enemy, but they don't take any damage from them or from you. What made you decide to create the friendly characters this way, instead of as in other squad games where you have to protect your men?

A: We tried a few levels where you had to protect or escort AI characters, but it detracted from the "you are the hero" mood of the game. So we wanted the AI to be part of the action but not crucial to the gameplay.

Q: Finally, what can we expect next from *Zombie*?

A: We'd love to do a sequel to *Shadow Ops*. We could add those vehicles everyone keeps asking me about.

Prima would like to thank John Williamson for taking time out of his busy schedule to pass on these interesting details about *Shadow Ops*.